

Corey Sine

Game Designer / Level Designer

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Education

University of Central Florida Orlando, FL

Graduation: August 2013

- Bachelor of Art Major: Digital Media - Game Design Track

Software

Unreal Engine (2.0, 3.0, 4.0+), Unity, World Machine, Photoshop, Quixel, Substance, Autodesk Maya, Autodesk Mudbox, xNormal, Perforce

Skills

Level Design

- BSP block-out and detailed geometry creation
- Understanding of Multiplayer/Singleplayer flow and art direction
- Design and project planning
- Level optimization, lighting and AI/mesh placement

Environment Art

- Sculpting high-poly/low-poly models and baking procedures
- Collision building
- Understanding of UV layout, placement and compaction
- Texturing diffuse, roughness, metallic, normal, AO, height, and mask maps

Scripting

- Experience in C++, Unreal Script, UE4 Blueprints, Java
- Knowledge in AI scripting, creation of game rules, and gameplay
- Clean and commented format

Experience

Gears of War 4 - Game Designer | Splash Damage

March 2016 - November 2016

- Managed tasks and oversaw consistency between Environment Art and Level Design
- Designed and populated maps
- Contributed landmarking, area theming, gameplay event scripting, layout improvements, gameplay object placement, LOD/shader optimizations, and bug fixing

Angels Fall First - Level Designer | Strangely Interactive

October 2015 - December 2015

- Designed and populated maps
- Improved pathing, collision, meshes, layouts and optimized maps

Heavy Gear Assault - Art Lead/Level Designer | MekTek Studios

April 2014 - September 2015

- Managed tasks, priorities, and oversaw quality and consistency between Environment Artists
- Collaborated with team members art style, theme, architecture, and geography through references and descriptions
- Directed all levels based on lore and real world locations
- Designed layouts and constructed maps built for large open battles between fast moving mechs

Chrysler Virtual Reality Experience - Designer | Motion Picture Company

October 2014

- Created the show room scene for the Chrysler 200, 2015 showcase

Killing Floor - Level Designer/Programmer

July 2009 - November 2009

- Created retail map: Crash
- Balancing, bug fixes and content additions for a pre-retail patch