

James Corcoran

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Education

University of Southern California, Viterbi School of Engineering

May 2014

- B.S. Computer Science (Concentration in Game Development)

Professional Experience

Onshape Inc., Software Development Intern

Summer 2013

- Onshape is a well-funded 3D CAD startup
- Developed new features in C++, Java, and JavaScript for a large codebase on both server side and client side code
- Communicated with UX designers while developing features
- Improved presentation skills by showcasing completed tasks to team
- Provided feedback during strategy, UX, and patent meetings

Industrial Light and Magic, R&D Engineering Intern

Summer 2012

- Facilitated stable build creation with 15+ engineers on team
- Developed Python scripts for open source continuous build system
- Created tools that automated tasks previously done manually
- Released versions of proprietary software to various pods of ILM

Projects

The Maestros, Lead Designer and Producer

Jan 2013 - Present

- Built a fully networked, real-time strategy game in UDK
- Directly oversaw tasking of 27 team members and supervised an additional 20
- Led design, testing, and sound with priority-based tasking system
- Created and maintained milestones across design, art, and engineering

Core Overload, Systems Designer

Sep 2012 to May 2013

- Developed a networked top-down space shooter
- Designed and balanced ship parts and abilities through paper prototyping and iterative playtesting
- Interfaced between designers and engineers to facilitate a cohesive communication pipeline

Clamor, Designer and Gameplay Programmer

May 2012

- Developed movement, collision, and gameplay logic for XNA multiplayer shooter
- Designed two to four player maps and the overall game mechanics

PlaySquared, Producer and Gameplay Programmer

Oct 2011

- Led eight person team of artists, engineers, and designers to create a mobile game platform

Technical Skills

Languages: C/C++, Python, C#, Java, Lua, OpenGL

Frameworks/Engines: UnrealEngine3, Unity3D, XNA, ImpactJS

Tools: JIRA, Perforce, Git, SVN, Word/Excel/PowerPoint, Visual Studio, Buildbot, Maya