Corey Sine

Level Designer/Level Artist

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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, Unity, World Machine, Photoshop, Quixel, Substance, Maya, Mudbox, xNormal

Skills
Level Building
- Initial paper design concepts
- Block-out and iterative design passes
- Set dressing and mise en scène
- Understanding of Singleplayer/Multiplayer flow and art direction
- Lighting and Atmosphere
- Polish and optimization

Environment Art
- Sculpting high-poly/low-poly models and baking procedures
- Understanding of UV layout, placement and compaction
- Texturing albedo, roughness, metallic, normal, AO, height, and mask maps
- Material and shader creation

Scripting
- Experience in C++, UE4 Blueprints, Unreal Script, Java
- Level scripting events and camera cinematics
- Knowledge in replication, AI scripting, creation of game rules and gameplay

Experience
Unannounced Project – *Senior Level Builder/Level Builder | Ghost Story Games*
March 2017 – Present
- Designed levels from concept to final pass
- Set dressing, mise en scène, and environment storytelling
- Lighting, atmosphere and composition
- Scripted tools and level mechanics

Gears of War 4 – *Level Designer | Splash Damage*
March 2016 – March 2017
- Level design and set dressing
- 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
- Design and set dressing
- Improved AI pathing, collision, meshes, layouts and optimized maps

Heavy Gear Assault – *Lead Artist/Level Designer | MekTek Studios*
April 2014 – September 2015
- Managed tasks, priorities, and oversaw quality and consistency between Environment Artists
- Lead 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 – *Level Artist | Motion Picture Company*
October 2014
- Created the show room scene for the Chrysler 200, 2015 showcase

Killing Floor - *Level Designer/Level Artist*
July 2009 - November 2009
- Created map Crash from concept to final
- Balancing, bug fixes and content additions