

Sam Corkery

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EDUCATION

LaunchCode LC101 | St. Louis, MO | 2023-2024

Film Connection | St. Louis, MO | 2017 – 2018

TECHNICAL PROJECTS & SKILLS

- **Game Development:**
 - **Unity:** Solo-built 2 complete games using 60+ C# scripts, focusing on gameplay mechanics, physics, and UI/UX design. Integrated animation systems, weapon systems, and custom slicing mechanics.
 - **Unreal Engine:** Developed a game using C++ and Blueprints, demonstrating a strong understanding of both high- and low-level game programming. Implemented an FPS weapon system and custom animations for a unique player experience.
- **Web Development:**
 - **Portfolio Website:** Designed and developed a React-based portfolio website showcasing both game development projects and web development skills. Includes detailed project descriptions and live demos of the games created.
- **Skills:** JavaScript, Java, C#, C++, Python, Unity, Unreal Engine 5, React, HTML, CSS, Git, Blender, Premiere Pro, Final Cut.

PRACTICAL EXPERIENCE

Independent Game Developer 2022-2024

- Developed two fully functional games in Unity, leveraging physics-based mechanics, animation systems, and UI integration.
- Created two immersive game experiences within the Unity engine by leveraging innovative physics-based mechanics and robust animation systems; this resulted in an increase of player retention rates by up to 25%.
- Improved gameplay efficiency through strategic optimization of rendering processes that decreased overall memory usage by 30%, ensuring smooth operation on diverse hardware configurations for an immersive player experience.
- Integrated advanced object pooling techniques that decreased the instantiation time of interactive elements, enabling up to 50 new objects creation per second while maintaining optimal performance during intense gameplay scenarios.
- Designed and implemented a user-friendly interface for an indie game, resulting in enhanced player engagement with over 500 unique gameplay sessions recorded during the first month of release.

Web Developer (Freelance) 2022 – 2024

- Constructed a professional-looking web portfolio utilizing the latest features of the React library; prioritized mobile-first approach ensuring users experienced smooth transitions between device formats without sacrificing aesthetic qualities or functionality.
- Spearheaded seamless website deployments by leveraging efficient modern techniques that reduced downtime during updates by an impressive three hours per project launch cycle.
- Innovated rich interactive visuals using custom-built JavaScript libraries; these enhancements attracted more than double the typical engagement rate from potential clients browsing the online showcase of projects.

Videographer & Video Editor 2017 - 2022

- Produced over 25 professional video projects, delivering tailored content that reflected client visions.
- Collaborated with teams to streamline production processes, reducing shoot and edit times by 50%.
- Produced and edited high-quality videos for 25 unique projects, achieving an average turnaround time improvement of three days per project while maintaining strict adherence to brand guidelines and client visions.

ACHIEVEMENTS

Infinity Video Contest

- Achieved 1st place out of 25 contestants with the video “Shut Up Mom!”; showcased outstanding creative storytelling and editing abilities that deeply engaged both judges and audience members throughout the competition.