



# PHILLIP CORRADO

## GAME DESIGN

phillip.n.corrado@gmail.com

(561)-901-1892

phillipcorrado.com

## SOFTWARE

Unreal Engine 4

Unity

Twine

Adobe Creative Suite

Cinema4D

Ableton Live

ZBrush

Maya

## PROGRAMMING

C#

Blueprint Scripting

Java

Processing

HTML/JQuery/CSS

Python

## PROJECTS

**Lead Narrative Designer - Zoelie** 2020

Worked in a mid sized development team, collaborating inside our design team on building out game design documentation in pre-production, primarily responsible for narrative design, script writing and review, voice direction, cutscene editing, and coordination with primary level designers

**Audio/Level Designer - Shacked Up** 2019

Developed and implemented sound design, level design, and cutscenes for Global Game Jam 2019

**Project Lead - Out of Vacation Days** 2016

Lead a team of students on a game project, writing the narrative, providing environment, scenario, and puzzle design, distributing and managing the workload, and compiling the completed game

## WORK EXPERIENCE

**Contract Writer - Ear Reality** February 2021-Current

- Pitched, laid out, and wrote interactive narrative stories for Amazon Alexa and other audio input devices
- Worked alongside an editor in updating progress and ensuring writing quality, pacing, and choice design tree layout

**Assistant Director - iD Tech** Summer 2019

- Worked alongside Directors to manage operations of 12 - 70 staff members over the runtime of multiple camps
- Planned out and communicated week-to-week logistics of staff operations
- Lead staff on setup, teardown, and maintenance of tech in facilities

**Systems Specialist - SCAD** January 2019 - March 2020

- Coordinated tech maintenance of university facilities for game design, animation, visual effects, and motion media
- Worked with university faculty to ensure smooth daily operation of classes

**Lead Instructor - iD Tech** Summer 2016 - 2018

- Instructed students from ages 7-17 in the fields of film production, 3d modeling and animation using Maya, 3d printing, and game design using Unreal Engine 4
- Coordinated with other staff on operational logistics and technical maintenance
- Lead a 5-10 sized group of staff for camp supervision and event coordination

## EDUCATION

**Savannah College of Art and Design** 2017 - 2020

Masters of Fine Arts in Interaction Design and Game Development

**University of Florida** 2012 - 2016

Bachelors of Arts in Digital Arts and Sciences