

Lucas Corey

Web Developer

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Portfolio

<https://lucascorey.dev>

EXPERIENCE

[Yesteryear Games](#) — *Co-founder, Web, Aesthetics*

SEPTEMBER 2023 - PRESENT

Developed and deployed a custom website for my studio's game, Bat Bots. Built the Steam Page with research backed design decisions for maximizing click-through rates. Produced background sprites and particle effects for game customization.

[ChangelingVR](#) — *Lead Web Developer*

MAY 2023 - AUGUST 2023

Supervised a team of 5 developers creating interactive and engaging website experiences aimed at piquing interest in an upcoming VR narrative mystery game. Organized meetings, reported on employee progress, and guided each of my team members in the development of their experiences.

PROJECTS

[echoes](#) — *Lead Web Developer*

MARCH 2024 - PRESENT

echoes is a vertically integrated project course at RIT whose mission is to "Design, develop, and publish collections of small, meaningful games as a mechanism to create shared understanding and connection." My work on this project involves the initial proposal of the course itself and the setup of the infrastructure including a custom CI/CD pipeline.

[ThenToMeet](#) — *Personal Project*

AUGUST 2024 - SEPTEMBER 2024

ThenToMeet is a tool for streamlining sub-group scheduling using data from any When2meet event whose link you provide.

EDUCATION

Rochester Institute of Technology — *BS/MS in Game Design & Development*

EXPECTED GRADUATION: MAY 2025

Completing a BS and MS in Game Design and Development via RIT's Combined Accelerated Bachelor's/Master's Degree program.

HARD SKILLS

Svelte
TypeScript
UI/UX
JavaScript
React
Unity
C#
C++
Math
Physics

SOFT SKILLS

Team Leadership
Collaboration
Communication
Active Listening
Passion
Honesty
Focus