CORY SMITH

Game Engineer | Gameplay, Systems & Tools | C++ / C# / Unreal / Unity
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SUMMARY

Game engineer with 8 years of experience, including six years at Schell Games building gameplay systems and content authoring tools in Unreal Engine 5 with C++ and Blueprints. Shipped four titles and worked on several prototype teams, usually right alongside designers and artists. Builds tools so other disciplines can make content without waiting on an engineer, and is comfortable tracking down bugs in code written by others.

SKILLS

Engines & Languages: Unreal Engine 5 (C++ and Blueprints), Unity (C#), C, JS/TS

Gameplay & Systems: Player interaction, combat and combo systems, enemy AI (Behavior Trees, state machines, steering), VR interaction and locomotion, scripted sequences, multiplayer replication

Tools & Pipelines: Authoring tools for designers and animators, data-driven systems with data assets, JSON serialization, animation slots and montages, Wwise, GameAnalytics

Workflow: Perforce, Git, Agile (Scrum and Kanban), familiar with Linux and CMake

EXPERIENCE

Game Engineer
Jun 2019 – Mar 2025

Schell Games, Pittsburgh, PA

Silent Slayer: Vault of the Vampire (Quest, SteamVR) 2024

- Owned the vampire alertness meter, which turns player noise and sudden movement into alert events and decides when a sleeping vampire wakes and attacks.
- Designed a jumpscare authoring tool so animators could add new scares without engineering help.
- Wrote a haptic feedback system that layers ongoing and one-time effects through a priority queue.

Pleasant Cove (Quest, Penumbra REAL) 2022

- Programmed bird AI with Behavior Trees, plus xylophone and music box activities with a play-along mode that lights up keys and waits for the player.
- Created a song authoring tool built on data assets that a designer used to write playable songs.

Lost Recipes (Quest) 2022

- Overhauled physics-based stirring so food follows the player's motion and stays in the bowl, and reworked knife cutting to split meshes in two.

Confidential client title (Proprietary hardware) 2021

- Made an aim assist visualization tool for designers, and planned an animation slots setup so parts of a character could animate independently.

Project Freefall (Quest, SteamVR, PC) 2025

- Prototyped the skydiving-style locomotion, and replicated hand interactions over Unreal networking with a grab point component that fixed desync on held objects.

Unreleased prototypes

- On Dragon Grove (announced for 2027), built data-driven merge puzzle classes that designers extended in Blueprints, and an AR match grid curved around the player.
- On a 3D action prototype, implemented Behavior Tree enemy AI with attack tokens and a data-driven combo system covering hitboxes, hitstun, knockback and input buffering.

Across all projects

- Spent a large share of the time fixing bugs in other engineers' code, and helped newer teammates get unstuck.

Game Programmer
Feb 2017 – May 2018

Emergent Media Center, Burlington, VT

- Wrote a custom Unity editor tool for laying out characters in Breakaway! story scenes, and stood up its first soccer match with A* pathfinding and designer-driven AI players.
- Produced a VR surgery prototype (VARISES) that the client later rebuilt in Unreal.

EDUCATION

BS, Game Programming, Champlain College 2015 – 2019