

# Jason Corbett

## Game Designer

Philadelphia, PA  
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### Titles Worked On

- Ben 10: Omni-Charged (2020) - Game Designer
- Ben 10: Power Trip (2020) - Game Designer
- Goozy (2021) - Game Designer
- Addams Family: Mansion Mayhem (2021) - Game Designer
- Justice League: Cosmic Chaos (2023) - Mid Level Game Designer
- Unreleased Justice League: Cosmic Chaos DLC - Mid Level Game Designer
- Unannounced Outright Games Title (2024) - Mid Level Game Designer

### Selected Work Experience

PHL Collective - *Mid Level Game Designer* 2022-2024

PHL Collective - *Game Designer* 2019-2022

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Write and maintain game design documentation

Prototyped designed and iterated on levels, missions and gameplay prop functionality to meet goals outlined in design documentation and develop them to shipping quality

Use in-house tools to build cutscenes and other narrative sequences

Communicate and coordinate with other departments to track the creation and integration of art, audio and VFX assets with levels, missions and gameplay props

Project and task management, including defining milestone goals and waterfalling schedules

Track and respond to bug database in Jira in collaboration with external QA partners

Deploy builds to platforms for local testing

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University of the Arts - *Instructor* 2016-2019

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Develop curriculum and teach courses in pre-college and undergraduate programs covering game development and art asset creation, including the use of the Unity game engine, C#, the Adobe Suite, along with principles of game design and game art.

### Skills

Game Play Design and Theory

Level Design

Game Programming

UI/UX Design

Motion Graphics Design and Animation

### Programs

Unity Engine, C#

Unreal, Blueprints

Adobe Creative Suite

Affinity Suite

### Education

*B.F.A. Design, Art & Technology,*

The University of the Arts

### Awards

*Ghost Castle*

May 2016 Philly Dev Night Jam winner

*Animal Magnetism*

September 2016 Philly Dev Night Jam winner

*Vibes*

2017 Philadelphia Museum of Art Hackathon winner