

Jason Corbett

Game Designer

Philadelphia, PA
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Titles Worked On As Game Designer

- Unannounced Outright Games Title (Expected Late 2025)
- SpongeBob SquarePants: The Patrick Star Game (2024)
- Unreleased Justice League: Cosmic Chaos DLC
- Justice League: Cosmic Chaos (2023)
- Addams Family: Mansion Mayhem (2021)
- Goozy (2020)
- Ben 10: Power Trip (2020)
- Ben 10: Omni-Charged (2020)

Selected Work Experience

PHL Collective - *Game Designer II* 2022-2025

PHL Collective - *Game Designer I* 2019-2022

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

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

Communicated and coordinated 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

University of the Arts - *Instructor* 2016-2019

Developed 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