

CORBIN MERCUUR

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As a game developer, I specialize in creating immersive games using 3D models, textures, and programming. Creating highly detailed models and scenes is my passion, and 3D modelling has given me the power to make it a reality.

AREAS OF EXPERTISE

Art: 3D Modelling, Rigging, Sculpting, Real-time Rendering, Game Engine Integration.

Programming: Debugging, Web Development, Game Development, Database Knowledge, App Development.

EXPERIENCE AND SKILLS

Game Developer | 3D modeling | Programming

Skills:

- Proficient in using Unity and possessing a solid understanding of the C# programming language.
- Proficient in HTML.
- Proficient in Kotlin.
- Proficient in the use of MySQL and MongoDB.
- Successfully created multiple websites.
- Skilled in texturing using PBR textures, baking models, creating high-poly models, and rigging 3D models.
- Strong foundation in calculus, algebra, and trigonometry.
- Proficient in the use of Adobe Photoshop.
- Proficient in the use of Adobe Substance Painter.

Experience:

- Participated in several game jams as a programmer, artist, or both.
- Created websites as part of high school assignments.
- Developed several games as part of university assignments and game jams.
- Created various 3D models for university assignments and personal portfolios using different software programs.
- Volunteered at Fakugesi, where I assisted in setting up equipment for the Animation Jam and helped the Games for Change booth in the setup and testing of their VR headsets.

CHARACTERISTICS

- Skilled in working collaboratively with others and committed to contributing to the team's success.
- Always enthusiastic about acquiring new knowledge and skills, which will help me grow personally and professionally.
- Capable of working by myself and getting work done without any supervision.
- Can adapt to any environment and can learn new information quickly.

EDUCATION

Vega | South Africa, Pretoria

December 2024 | BCIS IN GAME DESIGN AND DEVELOPMENT

Received a 77.25% overall average.

November 2021 | National Senior Certificate | The Glen High School

I did well in History, Geography, and CAT.

TECHNICAL SKILLS

- Unity
- HTML
- C#
- Substance Painter
- Microsoft Word
- Microsoft Excel
- Mudbox
- MongoDB
- Figma
- Android Studio
- Autodesk 3ds Max
- Autodesk Maya
- Blender
- Adobe Photoshop
- Microsoft PowerPoint
- NotePad++
- GitHub
- MySQL
- Kotlin

PORTFOLIO

Websites:

- **LinkedIn:** <https://www.linkedin.com/in/corbin-mercuur-ab11832b4/>
- **Artstation:** <https://www.artstation.com/corbin123>
- **Itch.io:** <https://c-a-m-productions.itch.io>
- **Instagram:** https://www.instagram.com/c_a_m_productions/
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