Pierce Corcoran

{ programmer | thecodewarrior.dev }

OBJECTIVE

To empower others, utilizing my technical skills by creating tools, systems, and utilities to expand the horizon of their creative freedom.

SKILLS

Java, Kotlin, JUnit, C#, Python, Swift, HTML/CSS, Git, Test-Driven Development, Blender 3D, Photoshop, Gradle

EXPERIENCE

MINECRAFT MOD DEVELOPER • LIBRARIANLIB, TEAM WIZARDRY • JUN 2016 – PRESENT

I co-created and am now the primary developer of LibrarianLib (LibLib), a collection of Kotlin/Java libraries and frameworks designed to streamline the often extremely arduous process of creating Minecraft mods. With over 7.6 million downloads, LibLib is in the top 2.5% of mods for 1.12.
At the time of writing, LibLib has eleven modules, including:
// Facade: A fully-featured retained-mode GUI framework, with data-driven sprites and animation
// Prism: Automatic reflection-based (de)serialization (using two sister libraries I created)
// Glitter: High performance particle effects with nearly zero memory churn
// Foundation: Wherein I deal with Minecraft's nightmarish codebase so you don't have to

MINECRAFT MOD DEVELOPER • HOOKED • MAY 2018 – SEP 2018

I created Hooked, a mod for Minecraft. Hooked has been user-focused from the start, a pragmatic and fun solution to the long-standing problem of creative flight being "optimal" but boring. In the 2.5 years since its release, Hooked has been downloaded over 2.7 million times.

INFRASTRUCTURE & GAMEPLAY PROGRAMMER • LITTLE RED LIE, TIRED MOON • JAN 2020

As part of a two-week game jam, I largely took on a support role, building infrastructure for the rest of the team to work with.
 # This project involved
// Tight collaboration over a limited time frame
// Creating an XML-based save/load mechanism
// Creating a node-based interaction system
// Building systems flexible from the start, avoiding unnecessary rewrites

ABOUT ME

// Co-created a Minecraft mod library which is now present in 10% of all published modpacks
// Created or contributed extensively to mods with a total of over 11.6 million downloads
// Ten years as a self-taught programmer (2011–2021)