Philip White

SOFTWARE ENGINEER

OBJECTIVE

To land a competitive software programming position where I can put my problem-solving, adaptability, and resourcefulness abilities into creating software that drives innovation, enhances user experiences, and delivers efficient and scalable solutions.

PROJECTS
ENDLESS VENDETTA

Sept 2023 – May 2024

- Delivered a successful **vertical slice** in a 3rd year university project as the co-lead programmer using **Unreal Engine** 5 in **C++**.
- Responsible for **AI** via behavior trees, A **Dynamic spatial inventory** and **Complex dialogue system** using a custom graph creation plugin streamlining gameplay and increasing player satisfaction.
- Practiced **agile techniques** via HacknPlan in a **team of 12** ensuring efficient development.

AZURE ABYSS

Sep 2022 - May 2023

- Produced a noteworthy 2nd year university project as the lead programmer using **Unreal Engine** 5 in **C++**.
- Responsible for **AI** via behavior trees, **Turn-based combat system** skills triggered via combinations of elements and **complex dialogue system** designer friendly with dialogue trees designed in blueprints simplifying development.
- Exercised **agile techniques** via Trello in a **team of 8** ensuring efficient development.

THE KRAKEN SUMMER SPLASH

Aug 2022 - Aug 2022

- Created a popular commissioned project for the client Kraken Rum as the solo programmer using **Phaser** 3 in **JavaScript**.
- Responsible for applying a custom **REST API** via supplied documentation, secured application through **obfuscation** and **encrypted** API payload with AES-128-CBC. Used **Node.js** and a **SQL database** through MariaDB for testing.
- Accomplished **agile techniques** via Trello in a **team of 2** ensuring efficient development.

HOBBIES

I am a gamer that loves sci-fi games such as Starfield. I like to self-host my own services such as Gitea and my portfolio with my Linux server running Proxmox. I also tinker with electronics creating custom game controllers using Arduino's and Raspberry Pi's.

CONTACT

philip@philipwhite.dev

philipwhite.dev
linkedin.com/in/philip-white-dev
Southampton, England, UK

ABOUT ME

I am a game programming graduate. I have a strong desire to create software that is visually compelling, sophisticated and efficient. I always find myself learning new methods to optimize and produce more efficient code from criticism through clear communication.

EDUCATION

FALMOUTH UNIVERSITY, 2024
BA(Hons) Game Development: Programming

SKILLS

C++
C#
JavaScript
SQL
Python
Agile Developement

SOFTWARE

Unreal Engine
Unity
Git
Node.js
Photoshop
Blender