

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.
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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

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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 learn 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 Development

SOFTWARE

Unreal Engine
Unity
Git
Node.js
Photoshop
Blender