

# Philip White

## GAME PROGRAMMER

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### OBJECTIVE

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

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### PROJECTS

#### ENDLESS VENDETTA

*Sept 2023 – May 2024*

- Delivered a successful vertical slice in a 3<sup>rd</sup> 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 2<sup>nd</sup> 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.

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### EDUCATION

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

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### SKILLS

C++  
C#  
JavaScript  
SQL  
Python  
Agile Development

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### SOFTWARE

Unreal Engine  
Unity  
Git  
Node.js  
Photoshop  
Blender