

# Philip White

## GAMEPLAY PROGRAMMER

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### OBJECTIVE

To land a competitive gameplay programming position where I can put my imagination, problem-solving abilities, and expertise in creating captivating user experiences through games that bring fiction to life.

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### PROJECTS

#### ENDLESS VENDETTA

Sept 2023 – May 2024

A 3<sup>rd</sup> year university project in unreal engine 5 as a co-lead programmer set to design and develop complex enemy and companion AI using behavior trees, a dynamic spatial inventory that can resize during run-time and complex dialogue system that can trigger custom events and can scale to large dialogue paths all in C++. Collaborating with the rest of the team of 12 using agile techniques to ensure that development is more efficient.

#### AZURE ABYSS

Sep 2022 - May 2023

A 2<sup>nd</sup> year university project in unreal engine 5 as the lead programmer in which I designed and developed systems such as a dynamic dialogue system which can be programmed in blueprints, a turn-based combat system where you cast a set combination of spells against the enemy and a modular quest system made designer friendly all predominantly in C++. Working in a team of 8 gave me the experience of making sure the git repository remained in a healthy state solving any issues the team had.

#### THE KRAKEN SUMMER SPLASH

Aug 2022 - Aug 2022

A commissioned project for Kraken Rum to build a minigame accessible by web so that players had the chance to win a Kraken Rum branded Arcade Machine. I collaborated with my brother who is an artist. The project was made in a JavaScript game engine, Phaser. Cheat detection and secure transmission of scores was required through obfuscation and encryption.

### CONTACT

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### ABOUT ME

I am a game programming graduate. I have a strong desire to create digital experiences that are both visually compelling and have sophisticated functionality. I always find myself learning new methods to engage and inspire gamers.

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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