

Philip White

GAMEPLAY PROGRAMMER

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.

PROJECTS

ENDLESS VENDETTA

Sept 2023 – May 2024

A 3rd 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 2nd 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

philip@philipwhite.dev

philipwhite.dev

linkedin.com/in/philip-white-dev

Southampton, UK

ABOUT ME

I am a 3rd-year game programming student focusing on gameplay. 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.

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