

# PHILIP WHITE

📍 Southampton, Hampshire, UK | [philipwhite.dev](mailto:philipwhite.dev)  
[linkedin.com/in/philip-white-dev](https://www.linkedin.com/in/philip-white-dev) | ✉ [philip@philipwhite.dev](mailto:philip@philipwhite.dev)

---

I'm a programming graduate that desires to create games that are visually compelling, sophisticated, and efficient. I always learn new methods to optimize and produce more efficient code from constructive criticism. I strive for a competitive gameplay programming position where I can put my problem-solving, adaptability, and resourcefulness abilities to use.

---

## EDUCATION

**BA(HONS) GAME DEVELOPMENT: PROGRAMMING** | FALMOUTH UNIVERSITY, 2024

---

## SKILLS & SOFTWARE

- |              |                     |                 |             |
|--------------|---------------------|-----------------|-------------|
| ▪ C++        | ▪ SQL               | ▪ Unreal Engine | ▪ Photoshop |
| ▪ C#         | ▪ Python            | ▪ Unity         | ▪ Node.js   |
| ▪ JavaScript | ▪ Agile development | ▪ Git           | ▪ Blender   |
- 

## PROJECTS

### ENDLESS VENDETTA

Unreal Engine 5 | C++ | [Project Details](#)

SEPT 2023 – MAY 2024

- Delivered a successful vertical slice in a 3rd year university project as the co-lead programmer.
- 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

Unreal Engine 5 | C++ | [Project Details](#)

SEPT 2022 – MAY 2023

- Produced a noteworthy 2nd year university project as the lead programmer.
- 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

Phaser 3 | JavaScript | [Project Details](#)

AUG 2022 – AUG 2022

- Created a popular commissioned project for the client Kraken Rum as the solo programmer.
  - 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 mostly play sci-fi space games, I like to self-host services such as Gitea and my portfolio using my own hardware on Linux via Proxmox, I also tinker with Arduino's and Raspberry Pi's.