

# PHILIP WHITE

📍 Southampton, UK | `</>` [philipwhite.dev](https://philipwhite.dev)

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

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## EDUCATION

BA(Hons) Game Development: Programming | Falmouth University

## SKILLS & SOFTWARE

C++  
C#  
JavaScript  
TypeScript

SQL  
Agile development  
Unreal Engine & Unity  
Python

Git  
React  
Next.js  
Node.js

## EXPERIENCE

### SOFTWARE QUALITY ASSURANCE

Royal Yachting Association (RYA) | Southampton

FEB 2025 – PRESENT

- Rigorously test, exploit, analyze and document in-development sites through Umbraco.
- Create Python scripts to Automate web testing via Selenium.
- Discovered and reported 40+ bugs and inconsistencies within a few weeks on Azure DevOps.

## PROJECTS

### PORTFOLIO

Next.js | TypeScript | [Project Details](#)

JAN 2025 – PRESENT

- Produced a noteworthy portfolio showcasing my major projects.
- Responsible for setting up the front end with React Bits and HeroUI with user tracking via session cookies, browser user agent and referral parameters which are securely stored in an SQL database.
- Tracking data is visualized using Grafana with graphs of unique users, geoip location, browser, device, referrer, etc.

### 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.

### THE KRAKEN SUMMER SPLASH

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

JULY 2022 – AUG 2022

- Created a popular commissioned project for the client Kraken Rum as a 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.