



GAME DEVELOPER

CONTACT

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SOFTWARE

- Unreal Engine
- Unity
- Blender
- C#/C++
- OpenGL
- GitHub

LANGUAGES

- English - Native
- German - A2
- French - B1
- Spanish - A2
- Irish - B1

PHILIP TOOLAN

About me

I am a dedicated game developer with a passion for creating impactful and memorable gaming experiences. With proficiency in programming languages such as C# and C++, I've had the opportunity to craft immersive experiences in 2D, 3D, virtual, and augmented reality. I'm excited to continue pushing the boundaries of what's possible and I'm committed to ongoing learning and collaboration with others. I thrive in team environments and enjoy the opportunity to contribute my skills and experience to exciting projects that make a difference in the industry.

EDUCATION

University of Applied Sciences Upper Austria

Msc. Interactive Media
2021 - Present, Current 1.0 grade average

XAMK University of Applied Sciences

Introduction to Video Games Creation (25 ECTS)
2021

Polygon Runway

Become a 3D Illustrator
2021

Hochschule Darmstadt

European Double Degree in Information Technology
2019 - 2020

Technological University Dublin

Bsc. Computer Science
2017 - 2021, First Class Honours

EXPERIENCE

Fixtures Secretary

Athlone Basketball Club
2020 - 2022

Basketball Coach

Athlone Basketball Club, Basketball Ireland Academy
2014 - 2021