



# PHILIP TOOLAN

## About me

I am a creative programmer specialising in real-time 3D and interactive programs. The landscape is continuously evolving and I am motivated to continue learning and find new ways to create impactful experiences. Currently, I am researching techniques for in-camera VFX and real-time production in Unreal Engine.

## 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

## 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