

# Philippe Ho

## Programmer



✉ philippeho27@gmail.com

☎ 514 713-5487

📍 3230 Rue Joseph, Montréal,  
QC H4G 1H7

🐙 GitHub

🌐 LinkedIn

💬 Discord

🔗 Website

## 🌐 LANGUAGES

French, English

## 🧠 SKILLS

C++ • C# • Unity •  
Unreal Engine • GitHub •  
Perforce • AWS EC2 •  
Javascript • Python •  
Godot • Blender

## ♥️ GAMES

**MMORPG** — World of Warcraft

**RTS** — Starcraft

**MOBA** — League Of Legends

**FPS** — Overwatch

## 👛 PROFESSIONAL EXPERIENCE

### Téléfix productions, Game Programmer

01/2024 – 11/2024 | Montréal, Canada

- Sole developer handling all technical implementation for a Steam-released game [🔗](#)
- Implemented complete codebase: gameplay systems, UI, audio, asset integration
- Contributed to game design, QA and debugging

### Small Detour Games, Programmer Intern

04/2023 – 07/2023 | Montréal, Canada

- Developed NPC systems including relationship tracking mechanics and town navigation AI
- Implemented NavMesh pathfinding system for dynamic NPC movement and animations
- Created various gameplay prototypes and features using Unity

### Previous Career, Claims Adjuster

2012 – 2020 | Montréal, Canada

*International Programs Group • Crawford • SCM ClaimsPro*

- Prior established career in resolving commercial and liability claims

## 📁 PROJECTS

### WebSocket Multiplayer Game [🔗](#)

Building a turn based multiplayer game using Unity, WebSocket, and AWS.

## 🎓 EDUCATION

### Collège de Bois-de-Boulogne

2022 – 2023 | Montréal, Canada

- Learned Unreal and Unity game engines.
- Programming in C++ and C#.
- Version control with GitHub and Perforce.

## 📖 COURSES

### Dedicated Server & Cloud Backend Masterclass

### Unreal Engine Multiplayer Shooter

### UE5 Action-RPG Open World Adventure