Philipp Welsch

Game Programmer

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philwelsch.is

Skills

I'm a programmer focused on making your code easy to understand and run fast. I have experience in building games from scratch, with Unity and Unreal Engine 4. My focus lies on engine and tools development.

Experience

Polycular OG / Intern Programmer
July 2016 - December 2016, Hallein

- Designed, implemented and maintained core libraries used across multiple projects.
- Worked on multiple Unity3D applications for mobile and desktop.
- Implemented core frameworks, game logic and and user interfaces for Alternate Reality and location-based experiences.

Major League Gladiators / Lead Developer
November 2016 - Present, Global

A multiplayer VR coop FPS for HTC Vive built with Unreal Engine 4.

- Designed and implemented systems for other programmers to build upon
- Consulted other developers on their designs.
- Extended and maintained a custom build of Unreal Engine 4.
- Created and evolved the game design.

FH Salzburg / Tutor
January 2016 - May 2017, Salzburg

Supported Dr. Markus Tatzgern and DI Gerlinde Emsenhuber in courses covering basic linear algebra, OpenGL primitives, basic shading, rendering strategies, real-time shadows, physically-based rendering and Unity3D development.

Phoenix Engine / github.com/in0x/Phoenix

A custom engine built in my free time. The aim is to implement as much of the engine per hand as possible in order learn about the implementation of all aspects of a game engine.

Education

FH Salzburg / BSc with honors, Multimediatechnology
September 2014 - July 2017, Salzburg

Computer Science with a major focus on software engineering, game programming and image processing. **Thesis**: Exploring the Applicability of Data-Oriented Design to Scene Graphs for Rendering