

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

d3t LTD / Core Tech Programmer

January 2018 - Present, Cheshire, England

- Working on multiple games, ranging from indie to AAA.
- Develop new features and improvements across all aspects and systems of games, across multiple major engines, both proprietary and openly available.

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 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
- 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.

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