

Philippe Grenon

Game Developer · Creative Coder · Fire Breather

About

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Game Development

Unity C# Unreal Engine

C++ GAS Godot

GDScript 3Cs

Network Multiplayer

Creative Coding

P5.js Node.js Arduino

Python Blender

Aseprite

Languages

English

French

Interests

Indie Games

Alt-Control

Game Jams

Tabletop RPGs

Making

Woodworking

Summary

Game developer with strong experience in Unity, Unreal Engine, and creative coding

Experience

Metric Empire

12/2017 - Present

Gameplay Programmer

- Shipped Battle Shapers in Unity
- Responsible for character, camera and controls
- Designed and implemented several engine and non-engine tools for various pipelines (Art, Animation, Wwise, Dialogue, Localization)
- Implemented online multiplayer in Unreal Engine as well as the Gameplay Ability System and character custom Movement Modes

Flop Collective

12/2017 - 12/2019

Coordinator & Treasurer

- Hosted meetups, game expos, connected creators
- Handled finances and sponsorships for a non-profit

Education

Université de Montréal

12/2017 - 12/2017

Certificate, Applied Programming

McGill University

12/2014 - 12/2016

M.A., Islamic Studies & History of Science

Université de Montréal

12/2011 - 12/2014

B.A., History

Projects

Émile et Moi

12/2018 - 12/2024

Poetry platformer using Markov chains

P5.js Node.js Language processing and generation
Twitter/Bluesky bots

Battle Shapers

12/2017 - 12/2022

Roguelite FPS boomer shooter with fast-paced combat and tight controls

Unity C# Full Dev Cycle Camera, Character, Controls
Tools

Collège Saint-Louis - COVID Contact Tracing System

12/2019 - 12/2019

Built backend tools in Python for contact tracing during the COVID-19 pandemic

Python Backend Data Processing

Unannounced Project

12/2023 - Present

Unannounced Metric Empire project

Unreal Engine C++ GAS 3Cs Network Multiplayer

Des Fois J'suis Fâché

12/2019 - Present

FPS where firing reveals fragments of Quebecois poetry

Unity C# Text-to-Speech using Google API Blender

Hover

12/2018 - Present

Alt-controller flying game with Arduino potentiometers and switches

Alt-Control Arduino Unity C# C Blender

Bullet Command

12/2018 - Present

Reverse shoot 'em up using custom Arduino control panel

Alt-Control Arduino Unity C# C Aseprite

Everything Die

12/2017 - Present

Cube-face puzzle roguelike

Unity C# Blender

Press

Le Devoir: L'art qui se laisse prendre au jeu

Le Devoir

12/2018

Lien Multimédia: À la découverte de la scène indépendante montréalaise

Lien Multimédia

12/2018

Lien Multimédia: L'art du jeu vidéo

Lien Multimédia

12/2018

Lien Multimédia: Créer des jeux expérimentaux

Lien Multimédia

12/2018

Anti-Materia: This Game is Romantic, Dangerous and Deep

Anti-Materia

12/2019

Vie des Arts: Mois Multi 2019

Vie des Arts

12/2018

Journal Métro: Une arcade dans un métro

Journal Métro

12/2017