

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 Git

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

2018 - Present

Gameplay Programmer

- Shipped Battle Shapers in Unity, from initial prototyping to final release on Steam
- Developed character, camera and controls systems, modular roguelike gameplay mechanics
- Designed, implemented, and maintained several engine and non-engine tools for various pipelines (Art, Animation, Wwise, Dialogue, Localization, Versioning)
- Implemented online multiplayer in Unreal Engine as well as the Gameplay Ability System and character custom Movement Modes
- Managed Git workflows to enable branching strategies, feature development, and team collaboration

Flop Collective

2018 - 2020

Coordinator & Treasurer

- Handled finances and sponsorships for Flop, a non-profit artist collective promoting experimental games
- Fostered a community of independent game developers by hosting meetups, organizing video game art galleries, and connecting creators
- Developed multiple small games and art installations for events, exhibitions

Education

Université de Montréal

2018

Certificate, Applied Programming

McGill University

2015 - 2017

M.A., Islamic Studies & History of Science

Université de Montréal

2012 - 2015

B.A., History

Projects

Unannounced Project

2024 - Present

Unannounced Metric Empire project

Unreal Engine C++ GAS 3Cs Network Multiplayer

Battle Shapers

2018 - 2023

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

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

Émile et Moi

2019 - 2025

Poetry platformer using Markov chains

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

Collège Saint-Louis - COVID Contact Tracing System

2020

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

Python Backend Data Processing

Des Fois J'suis Fâché

2020

FPS where firing reveals fragments of Quebecois poetry

Unity C# Text-to-Speech using Google API Blender Amplify Shader Editor

Hover

2019

Alt-controller flying game with Arduino potentiometers and switches

Alt-Control Arduino Unity C# C Blender

Bullet Command

2019

Reverse shoot 'em up using custom Arduino control panel

Alt-Control Arduino Unity C# C Aseprite

Everything Die

2018

Cube-face puzzle roguelike

Unity C# Blender

[Press](#)

This Game is Romantic, Dangerous and Deep ·

Anti-Materia

L'art qui se laisse prendre au jeu ·

Le Devoir

À la découverte de la scène indépendante montréalaise ·

Lien Multimédia

L'art du jeu vidéo ·

Lien Multimédia

Créer des jeux expérimentaux ·

Lien Multimédia

Provoquer les ravissements, encourager les résistances : se laisser déstabiliser par le

Vie des Arts

Une arcade dans un métro ·

Journal Métro