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 galeries, 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

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

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

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

Une arcade dans un métro ·
Journal Métro