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| **Phillip Conte**  5144 rue Davidson Montreal, Quebec, H1P 2Y5 514-577-0563 phillip.conte@flyingmonkey.com |

**Career objective:** Develop quality IOS and Android games.

**Experience**

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|  | **Frontier Games** | 2003 - 2005 |
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|  | Junior Gamplay Programmer Develop, optimize and maintain core mechanics of characters, controls and camera. Worked on Thrilville Off the Rails, Monkey Business and Bongo Mongo. | |

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|  | **Lucas Arts** | 2005 - 2008 |
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|  | Gameplay Programmer Develop, optimize and maintain core mechanics of characters, controls and camera. Worked on Star Wars: The Force Unleashed. | |

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|  | **Behaviour Interactive** | 2008 - 2009 |
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|  | Gameplay/AI Programmer Develop, optimize and maintain core mechanics of characters, controls and camera as well as develop and optimize artificial intelligence of enemy characters. Worked on Wet and Indiana Jones. | |

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|  | **Electronic Arts Montreal** | 2009 - 2013 |
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|  | Gameplay Team Lead Manage a team of gameplay programmers in conjunction with other developments cells. Worked on Army of Two the 40th Day. | |

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|  | **Ubisoft Montreal** | 2013 - 2015 |
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|  | Production Manager Manage production timetables and integrate production teams into a new development process. Worked on Watch\_Dogs. | |

**Education**

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|  | **Computer Programming** ISI, (2003) |

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|  | **Independant Video Game Design** Dawson College, (2015) |

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| *References available upon request.* |