* Phillip Conte
* 34
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Phillip Conte is a 13 year veteran of the video game industry and has worked for companies such as Frontier Games, Lucas Arts, Behaviour Interactive, Electronic Arts and Ubisoft. Phillip received his diploma in Computer Programming from “Institue Supérieur d’Informatique” in 2003 and immediately started working as a Gameplay Programmer on games such as “Thrillville Off The” Rails for Frontier Games. Moving on to Lucas Arts to work on “Star Wars: The Force Unleashed” and then “Wet” for Behaviour interactive, Phillip continued to work was a Gameplay and Artificial Intelligence Programmer. Phillip then started as Gameplay Team Lead on “Army of Two the 40th Day” and then jumping over to Ubisoft Montreal to help deliver “Watch\_Dogs” as Production Manager. Phillip recently completed an Independent Video Game Design diploma from Dawson College.

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| **Assets** |  | **Liabilities** |  |
| Bank Account | $5,000 | Credit cards | $1,000 |
| Properties | $0 | Note due to banks | $0 |
| Vehicles | $5,000 | Loans | $0 |
| Equipment | $7,000 | Mortgage | $0 |
| Other Assets | $5,000 | Other liabilities | $0 |
| **Total** | **$22,000** | **Total** | **$1,000** |

CV to come

Contacts:

Jean-Francois Duff, Team Lead, Ubisoft Montreal

Mike Sklavounos, Level Designer, Ubisoft Montreal

Ahmad Saad, Game Designer, EA Montreal

Jerome Parent, Team Lead, DICE Montreal

Alexandre Deschamps, Gameplay Programmer, Behaviour Interactive Montreal

Naaila Jadhaj, Producer, Lucas Arts Montreal