

PHILIP WHITE

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I'm a programming graduate who desires to create visually compelling, sophisticated, and efficient games. I always learn new methods to optimize and produce more efficient code from constructive criticism. I strive for a competitive programming position where I can use my problem-solving, adaptability, and resourcefulness abilities.

EDUCATION

BA(HONS) GAME DEVELOPMENT: PROGRAMMING | FALMOUTH UNIVERSITY, 2024

SKILLS & SOFTWARE

- C++
 - C#
 - JavaScript
 - SQL
 - Python
 - Agile development
 - Unreal Engine
 - Unity
 - Git
 - Photoshop
 - Node.js
 - Blender
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PROJECTS

ENDLESS VENDETTA

Unreal Engine 5 | C++ | [Project Details](#)

SEPT 2023 – MAY 2024

- Delivered a successful vertical slice in a 3rd year university project as the co-lead programmer.
- Responsible for AI via behavior trees, A Dynamic spatial inventory and Complex dialogue system using a custom graph creation plugin streamlining gameplay and increasing player satisfaction.
- Practiced agile techniques via HacknPlan in a team of 12 ensuring efficient development.

AZURE ABYSS

Unreal Engine 5 | C++ | [Project Details](#)

SEPT 2022 – MAY 2023

- Produced a noteworthy 2nd year university project as the lead programmer.
- Responsible for AI via behavior trees, Turn-based combat system skills triggered via combinations of elements and complex dialogue system designer friendly with dialogue trees designed in blueprints simplifying development.
- Exercised agile techniques via Trello in a team of 8 ensuring efficient development.

THE KRAKEN SUMMER SPLASH

Phaser 3 | JavaScript | [Project Details](#)

AUG 2022 – AUG 2022

- Created a popular commissioned project for the client Kraken Rum as the solo programmer.
 - Responsible for applying a custom REST API via supplied documentation, secured application through obfuscation and encrypted API payload with AES-128-CBC. Used Node.js and a SQL database through MariaDB for testing.
 - Accomplished agile techniques via Trello in a team of 2 ensuring efficient development.
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HOBBIES

I mostly play sci-fi space games, I like to self-host services such as Gitea and my portfolio using my own hardware on Linux via Proxmox, I also tinker with Arduino's and Raspberry Pi's.