Philippe Marron

Game Programmer

Philippe Alexander Lucien Marron
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Linked-in
Portfolio

About Me

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I've studied game programming for nearly five years. Three years at LBS and, soon to be, two years with TGA. During that time I've worked on several smaller projects with other programmers and graphical artists. I've also worked in a kitchen and at a counter, so I know how to take responsibility for my work.

Education

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The Game Assembly Stockholm / Student
October 2023 - Present

- 8 projects
  - 2 Unity (C#).
  - 2 in TGA engine (C++).
  - 4 in own engine (C++).
- Several courses:
  - Graphic programming (Dx11)
  - Artificial Intelligence in games.
  - Network programming
  - Etc.
- Worked with other disciplines (Graphical and Procedural artists and Level designers).

LBS Kreativa gymnasiet Göteborg / Graduated
Augusti 2020 - Juni 2023

- Several projects, all in Unity, all in C#.
- Worked with graphical artists and other programmers.
- Courses in feedback of actions and level design as well as audio design and implementation.

Languages

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- Fluent
  - Swedish
  - English
- Conversational in French

Skills

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- Game programming
  - C++
  - C# (Unity)
- Knowledge in gameplay and systems.
- FMod Core and Studio API (C++).
- Hosted own website (Linux + Apache).

Work Experience

Sylvain Marron Chocolatier Pâtissier / Shop and kitchen assistant (Hourly Employee)
Juli 2020 – December 2023

Got to work with diverse tasks, such as preparing the ingredients for the products and selling said products.