Philip Trainer

Game Programmer

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Skills

Programming	*Engines and Programs*
C#	Unity
Python	Unreal
Blueprint	Photoshop
MEL Script	Substance Painter
C++	Maya

Education

Savannah College of Art and Design
Major: Interactive Design and Game Development
Graduates June 2019
Current Major GPA: 3.5

At SCAD I am focusing on Gameplay Programing, and I am also developing skills in the art side of Game Development

▪▪▪▪▪ Experience ▪▪▪▪▪

Delivery Hand
Embreeville Mill
August 2013 - Present
Drove around delivering supplies to farms and barns. Worked customer service on deliveries and retail.

Lead Programmer
Global Game Jam
January 2017
Coordinated with leads and with other programmers to ensure tasks were being completed on time and that all features were possible and being completed.

Gameplay Programmer
Global Game Jam
January 2018
Coordinated with lead programmer and programmed core gameplay mechanics and AI. Integrated art assets and sounds.

Camp Counselor
Centreeville Layton School
June 2013- August 2013
Volunteered as Summer Camp Counselor for children with learning disabilities, age ranged from PREK to Freshman in high school

Awards and Leadership

Honorable Mention Award
Global Game Jam
January, 2017
Our game Pawanormal Activity won the Honorable Mention Award in our Global Game Jam site hosted by SCAD.

Geekend Winner
Geekend, Savannah
January, 2017
Our game Pawanormal Activity was the winner at the tech event Geekend hosted by Savannah's Guild Hall.

President of Savannah Nerf Underground
March, 2017 - Present
I run one of colleges most popular clubs that focuses on role playing Nerf games. We design all the games and missions for people to enjoy every week!