

Philip Ellis

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Skills

Languages: C# (4 years), C++ (4 years), Java (3 years), HTML (2 years), PHP (2 years)

Game Engines: Unity (4 years)

Software: 3DS Max (3 years), Substance Painter(2 years), Audacity (2 years),
Photoshop (2 years), After Effects (1 year), Maya (1 year)

Education

September 2016 - April 2019

Niagara College, Welland Ontario- *Game Development Advanced Diploma*

- Honor Roll

September 2012 - August 2013

Sheridan College, Oakville Ontario- *Software Development and Network Engineering*

Game Projects

January 2019 - July 2019 "Released on Platform: WINDOWS (STEAM) March 4th 2020"

The Fallen - *Lead/AI Programmer/Animator/Technical Artist/Designer*

- Third person hyper realistic melee sword combat game where the player must defeat the three guardians in a fallen realm to regain his lost honour.

Programming

- The AI system (state machine / AI behaviours)
- The AI for the Dybbuk, Behemoth and Azriel Boss fights.
- The AI for the sword, ranged and spear minions.

Animation

- The complete animation set for the Behemoth boss fight
- The complete animation set for the sword, ranged and spear minions

Design

- Created an in depth Game Design Document

- The Dybbuk/Behemoth/Azriel mechanics and attack patterns
- Cathedral level design and asset placements
- Game/character/boss backstory

Audio

- Voice editing for all the characters

Global Game Jam 2020

Lunar Cooter and His Space Compooter - *Lead Programmer*

- An astronaut is trapped on a dying space station. Lunar Cooter has to either escape the station or repair it to keep it afloat. Help Lunar Cooter by directing him to objectives and help him repair the ship as he stumbles his way, inebriated, through the ship.

Programming

- Main player mechanics / AI implementation
- Animation tree setup / implementation
- Room managing systems

November 2018 - December 2018

Charlie The Choo Choo - *Player/AI Programmer*

- Third person tank game where the player destroys opposing enemy tanks with a minigun and railgun.

Programming

- Main player mechanics / movements
- Animation tree setup / implementation

January 2018 - April 2018

Burger Bonanza - *Lead/Solo Programmer*

- A 3D side scrolling platformer where the player eats burgers to gain mass and creates clones to solve puzzles and traverse the environment.

Programming

- Main player clone mechanics
- Main player movements
- Trap and puzzles

Design

- Level design (3 levels)
- UI / Main menu