

Philipp Welsch

Software Engineer

In a nutshell

pwelsch86@gmail.com

[Homepage](#)

[LinkedIn](#)

I am a game engine programmer with experience shipping titles on consoles and PC platforms using multiple engines. I act as a generalist with particular interest in efficient, low-level systems and graphics programming.

Experience

Playground Games / **Senior Systems Programmer** December 2020 - Present

/ **Systems Programmer** March 2019 - December 2020

- Working as Senior Systems Programmer on the AAA Open World RPG “Fable” at Playground Games, an Xbox Games Studio. Working on a proprietary engine and tools.

d3t LTD / **Junior Core Tech Programmer**

January 2018 - March 2019, Cheshire, England

- High-performance systems written in C++ and C. Optimized titles for both CPU and GPU side performance.
- Rendering and Xbox One platform support for a major UE4 title.

Polycular OG / **Intern Programmer**

July 2016 - December 2016, Hallein, Austria

- Implemented core frameworks, game logic and user interfaces for multiple Alternate Reality and location-based experiences and games with Unity on iOS, Android and PC.

Major League Gladiators / **Lead Student Developer**

November 2016 - April 2018, Global

A multiplayer VR coop FPS for HTC Vive built with Unreal Engine 4.

- Designed and implemented systems for other programmers to build upon.
- Extended and maintained a custom build of Unreal Engine 4.

Education

FH Salzburg / BSc with honors, [Multimediatechnology](#)

September 2014 - July 2017, Salzburg, Austria

Computer Science with a major focus on software engineering, game programming and image processing. **Thesis:** Exploring the Applicability of Data-Oriented Design to Scene Graphs for Rendering