

ALLEN PHILIP

GAME PROGRAMMER



CONTACT



Phone

+31 0687717185



Email

allenphilip78@gmail.com



Address

Breda, Netherlands



LinkedIn

[Profile](#)



EDUCATION



Creative Media and Games Technologies

2023 - Present

Breda University of
Applied Sciences



Bachelor Européen En Design

2022 - 2023

Rubika India



LANGUAGE

• English

• Hindi



HOBBIES

• Video Games

• Football

• Coding

• Cooking



PROFILE INFO

Hey! I'm Allen, a games programmer studying at BUAS with a passion for graphics and engine programming. I specialize in low-level rendering systems using **Vulkan**, **DirectX**, and **OpenGL**, and have hands-on experience with **Unreal**, **Unity**, and **Godot**. I love diving deep into the technical side of game development—building the systems that bring games to life.



EXPERIENCE



Spectral Compute

June 2024- September
2025

Software Engineer Intern

Worked on implementing various functionality for SCALE, a universal high performance GPGPU language based on CUDA



PROJECTS



3D Raytracer, 2024

Duration: 2 months

Game Designer, Programmer

Created a basic 3D raytracing engine running on the CPU, using OpenCL.



DirectX 12 Renderer, 2024

Duration: 6 months

Engine Programmer

Built a high performance DX12 renderer utilising mesh shading



Doomsday, 2021

Duration: 2 months

Game Designer, Programmer

Created an FPS game "Doomsday" inspired by Call of Duty Zombies which has over a 100 downloads on itch.io.



MY SKILLS

Unreal Engine



Unity



OpenGL



C++



C#



DirectX



Vulkan



Godot

