

Philippe Marron

Game Programmer

Philippe Alexander Lucien Marron

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[Linked-in](#)

[Portfolio](#)

[Itch.io page](#)

About Me

I've studied game programming for nearly five years. Three years at LBS and two years with TGA, as well as 30 weeks at an internship.

During that time I've worked on several smaller projects with other programmers and graphical artists. A few of which you can find on my [itch.io](#) page.

I've also worked in a kitchen and at a counter, where I learnt to, properly, take responsibility for my assigned work.

Education

The Game Assembly Stockholm / Graduatee

October 2023 - April 2026

- 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 (Artists, 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

- Fluent
 - Swedish
 - English
- Conversational in French

Skills

- 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.

Game Habitat, Internship Startup Program / Intern

September 2025 - April 2026

My internship at Game Habitat's ISP program consisted of me working on a game with a small team of one other programmer, one artist and one technical artist. The original game pitch is mine, so I took a pseudo-role as creative lead when it came to gameplay. The result can be found on my portfolio, or [itch.io](#) page