

Philip Igo

Senior Unity Programmer

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PROFESSIONAL SUMMARY

Unity and C# programmer with 8+ years in software engineering, including shipped VR titles at XR Games and contract work at Rebellion. Wrote substantial parts of Zombie Army VR's core gameplay architecture: game flow, progression, upgrades, mission progress and an extensible score service. Independently authored save and social packages reused across shipped titles. Experience spans profiling, platform integration, compliance, submission and post-release support.

SHIPPED TITLES

Zombie Army VR | Starship Troopers: Continuum | Zombieland: Headshot Fever Reloaded

CORE COMPETENCIES

Engineering: C#, Unity, gameplay architecture, editor tools, multiplayer, server-side code, Unity Server, reusable packages

Platforms: PS5 / PSVR2, Steam, Meta Quest / Oculus Rift, PC VR, platform SDKs, save and social systems

Delivery: Asynchronous loading, CPU/memory profiling, VR optimisation, Git, compliance and submission, AI-Assisted Development

PROFESSIONAL EXPERIENCE

Independent Unity Developer | 08/2025 - Present

Independent and freelance projects

- **StatSystemPro (in development):** Unity Asset Store package for runtime stats, modifiers and resources, with dependency graphs and calculation audits.
- **WorldGeneratorPro (in development):** Unity Asset Store package for procedural worlds, roads, buildings and interiors.
- **Rocksmith Audio Bridge (released):** Windows mod built on RSMods for audio routing, external amp simulation, recording and pitch shifting, with note-by-note practice (beta). Work includes reverse engineering and decompilation.

Contract Unity Games Programmer | 05/2025 - 08/2025

Rebellion Games

- Helped complete and ship Zombie Army VR, continuing earlier work at XR Games; delivered gameplay features, bug fixes and polish during final production.
- Profiled and optimised VR performance using Unity Profiler, addressing frame stability, runtime bottlenecks, platform-specific issues and QA-reported bugs.

Unity Games Programmer | 03/2022 - 01/2025

XR Games

- Independently authored a reusable save package, first built for Zombieland: Headshot Fever Reloaded and reused across Starship Troopers: Continuum and Zombie Army VR.
- Independently authored a reusable social integration package covering lobbies, invites, achievements, leaderboards, DLC and platform activities across Sony, Steam and Oculus. Worked on multiplayer features, backend setup and server-side code.
- Worked on asynchronous scene loading and CPU and memory profiling to meet VR frame budgets.
- Worked with Sony developer support on Zombieland: Headshot Fever Reloaded, a PSVR2 launch title. Supported platform compliance, submission, release and post-release fixes.

Software Developer / Full Stack Developer | 05/2020 - 03/2022

Enquirymax

- Developed new web application functionality within a small agile team.
- Delivered maintainable full-stack solutions and worked with the team to implement feedback and improve release cadence.

Embedded App Developer | 02/2018 - 05/2020

GalleosLtd

- Developed the SWIFT Command App for Android and iOS, enabling Bluetooth control of heating, lighting and power systems.
- Designed and implemented GPS tracking software to map historical mobile SIM journey data onto an interactive map.

EDUCATION

Certificate of Higher Education in Digital and Technology Solutions (Software Engineer Path)

Roehampton University | 02/2019 - 12/2022

Certificate of Higher Education in Japanese Language Studies

Leeds Beckett University | 10/2016 - 03/2018

Bachelor of Science in Games Design

Staffordshire University | 10/2012 - 05/2016

LANGUAGES

English: Native | Japanese: Elementary