

# Philip Straw

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Portfolio: <https://philcstraw.github.io/Portfolio/>

Github: <https://github.com/philcstraw>

## Games

Little Big Planet, Little Big Planet 2, Tear Away, Dreams,  
Man of Medan, Jigsaw Jumble, Dynoball, Linking

Game designer, software engineer and self-taught programmer with up to 10 years of game industry experience. I am an effective communicator and collaborator with great attention to detail and a drive for tackling ambitious problems. I thrive on delivering goals to high standards and within challenger constraints. I have been responsible for content design and implementation for multiple industry-leading and award winning AAA games.

## Work History

### **Kythera AI** Unity Developer | Unity, C#, C++, PC, Consoles, Mobile

*Dec 2021 – June 2024*

- Responsible for the development and management of a plugin that enables Unity's scripting system to interact with Kythera's proprietary C++ AI engine.
- Maintained code in Unity and Kythera to facilitate interoperability between C# and C++.
- Built Unity components and user interfaces that interact with the C++ library.
- Designed and built levels to test and demonstrate Kythera's AI features.
- Optimised debug rendering to achieve real-time frame rates.
- Liaised with clients to address queries, gaining a better understanding of their requirements and constraints in order to help them achieve their goals.
- Collaborating with other engineers to revise and improve implementations.
- Wrote comprehensive documentation and tutorials for the plugin's available features.

### **Independent Developer** | Unity, C#, Android

*2019 - 2021*

- Worked on 3 mobile games on all aspects of game creation from prototype to completion, including gameplay design, difficulty balancing, art, UI, UX, audio and asset management.
- Wrote shaders and developed custom UI tools to facilitate experimentation and faster iterations times.
- Doing performance optimisations for Android devices.
- Running tests for multiple Android devices to ensure maximum compatibility.
- Published 2 of the finished games to the Android play store, and pushing updates post release.
- Google AdMob and in-app purchase integration.

### **Super Massive Games** Contract Level Designer | Unreal Engine 4, in-house tools

*2018 - 2019*

- Level designer on Super Massive Game's branching narrative game Man of Medan.
- Added motion captured animations, creating cinematic interactions and responsible for overall maintenance for a number of levels.
- Authoring cameras to achieve a cinematic feel that invokes tension, fear and mystery.
- Helped with localisation, bug fixing, network testing and participated in peer reviewed feedback.

### **Sony Media Molecule** Level Designer | in-house tools, PlayStation 3, PlayStation 4, PlayStation Vita

*2011 – 2018*

- Worked closely with directors to implement levels and gameplay that spanned multiple genres and targeted all age groups across 3 of their published games.
- Responsible for cinematic and tutorial design.
- Collaborated with team members across all disciplines to aid in the creation of customer facing tools for user generated content.
- Conducted user tests and implemented feedback.
- Quality assurance test for gameplay, networking and user generated content tools.

## Tools and Frameworks

Gameplay design and balancing  
Level design  
Event scripting  
AI behaviour authoring  
Visual scripting  
Cinematic design  
Environmental art  
Software engineering  
Performance analysis and optimisation  
Debugging  
Documentation and tutorials

## Technical Skills

C#  
C++, C++/CLI  
LUA  
GLSL, HLSL  
OpenGL, Vulkan  
Unity  
Unreal Engine 4, Blueprints  
Github  
Perforce  
Source Tree  
Jira  
Confluence  
Dear ImGui, WPF, Winforms  
Visual Studio  
Render Doc

## Soft Skills

Good communication  
Innovative  
Proactive  
Excellent time management  
AGILE practices  
Works well under pressure  
Self-motivated  
Critical thinker  
Attention to detail  
Eager to learn  
Friendly  
Mentoring

## Programming Projects

### Game Engine C++

- 3D rigidbody physics • Collision detection • Spatial partitioning • Assimp SDK file import and exporting
- Skinned mesh rendering • Animation motion matching • Animation retargeting • 2D rigidbody physics
- Physically based rendering • Deferred shading • Shadow mapping • Signed distance field rendering
- Marching cubes • Jump flooding • Text rendering • Input handling
- Sound integration • Custom file format serialization

### Music Player C#

- Audio playback • ID3 tag editor • Asynchronous file loading • SQLite

## Education

**GCSE O Level** English, Mathematics, Economics, Fine Art, Biology

**Qualifications** NCFE Level 2 Certificate in Understanding Climate Change and Environmental Awareness,  
NCFE Level Certificate in Quality and Diversity,  
NVQ Level 2 Certificate in Customer Services

## Interests

### Favourite Games

Halo: Combat Evolved  
Ninja Gaiden Black  
The Elder Scrolls Series  
Dark Souls 3  
Bloodborne  
Sekiro: Shadows Die Twice  
Burnout Revenge

### Hobbies

Film and cinema  
Photography  
Video editing  
Drawing  
Novels  
Fantasy  
Sci-fi  
Bouldering  
Hiking