Philip Straw

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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.

Games Shipped Little Big Planet ● Little Big Planet 2 & Move Pack ● Tearaway
Independent Games Released Linking ● Dynoball
Games worked on: Dreams ● Man of Medan ● Jigsaw Jumble

Skills

Tools and frameworks
● C# ● C++ ● C++/CLI ● LUA
● GLSL ● HLSL
● OpenGL ● Vulcan
● Unity ● Unreal Engine 4 ● Blueprints
● Dear ImGui ● Winforms ● WPF
● Visual Studio ● Render Doc
● Github ● Perforce ● Source Tree ● Jira
● 3DSMax ● Blender

Technical Skills
- 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

Soft Skills
- Good communication
- Innovative
- Proactive
- Time management
- Works well under pressure
- Self-motivated
- Critical thinker
- Attention to detail
- Pushes limits
- Always learning
- Calm
- Friendly

Programming Projects

C++ Game Engine
● 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 ● HTC Vive integration ● Input handling
● Sound integration ● Custom file format serialization

C# Music Player
● Audio playback ● ID3 tag editor ● Asynchronous file loading ● SQLite

Work History

KytheraAI AI Developer
Dec 2021 – June 2024, Unity - C++

- Responsible for the development and management of a plugin that enables Unity's scripting system to interact with Kythera's proprietary C++ AI path finding 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
2019-2021| Unity-Android

- 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
2018-2019 | Unreal Engine

- 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
2011 - 2018 | PlayStation 3-4-Vita

- 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.