





PHILLIP LAW

Game Designer

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ABOUT ME

A Game Designer based in Los Angeles, CA with six years of industry experience, a proven track record of cross-disciplinary leadership and collaboration across multiple titles in the LEGO, Call of Duty and Harry Potter franchises and a wealth of experience in Unity, Unreal Engine, C#, C++ and Blueprint Visual Script.

EXPERIENCE

Game Designer – Harry Potter: Quidditch Champions (HP:QC)

SEP 2023 – PRESENT | Unbroken Studios

- Owned core Quidditch gameplay and utilized qualitative feedback from regular playtests for iteration and balance.
- Added gameplay hooks for the VO system that allowed notable characters to react dynamically to the player's actions.
- Designed, developed and drove the delivery of 6v6 and Custom Match modes.
- Responsible for the full redesign of the live service, economy and player progression elements.
- Developed a data repository to manage hundreds of cosmetic items and successfully balance the game economy.
- Pitched, prototyped and fully realized player mechanics, abilities and talents.

Associate Game Designer – HP:QC

MAR 2022 – SEP 2023 | Unbroken Studios

- Sole owner of narrative-driven tutorial through multiple iterations, setting up complex scripted scenarios and custom AI to teach multiple Quidditch positions, each with different controls and gameplay demands.
- Developed multi-role, competitive AI for Quidditch gameplay and balanced it over multiple difficulties.
- Co-developed the 'blocks' system with engineering for data capture and broadcasting, supporting challenges and analytics.
- Conceptualized and prototyped unreleased single and multiplayer game modes.
- Close collaboration with environment team on asset creation, prop placement and lighting of unreleased modes.
- Designed and implemented all daily, weekly, event and career challenges.
- Created the design for platform achievements in keeping with the requirements of 1st party platform holders.

Senior Quality Assurance Analyst – HP:QC

FEB 2020 – MAR 2022 | Unbroken Studios

- Founding QA team member; established enduring processes and standards; developed C++ debug commands to enhance testing efficiency.

Junior Game Scripter – LEGO: The Incredibles

NOV 2017 – MAY 2018 | TT Fusion

- Worked on the code team as a scripter collaborating with the design team to implement quests, combat encounters, puzzles and cinematic moments.

Education

Games Development – Bachelor of Science

University of Chester

Creative Media Production – Associates

West Cheshire College

SKILLS

- | | |
|------------------------------------|------------------------------|
| • AI Design | • Level and Encounter Design |
| • Blueprint Visual Script | • Live Service Design |
| • Cross-Disciplinary Collaboration | • Progression Systems |
| • Data-Driven Design | • Scripting |
| • Gameplay Prototyping | • Unity |
| | • Unreal Engine 4 and 5 |