



PHILLIP LAW

Game Designer

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SKILLS

Game Design

- AI Systems & NPC Behaviors
- Behavior Trees
- State Machines
- Playtesting & Iteration
- Tuning & Balance
- Combat Systems
- Gameplay Scripting
- Class Mechanics
- Ability Trees
- Level Design
- Encounter Design
- Player Progression Systems
- Tutorials & Onboarding
- Economy & Rewards Balancing
- Cross-Discipline Collaboration
- Design Documentation
- Agile Development
- Design Mentorship

Technical Skills

- Blueprint (Visual Scripting)
- Rapid Prototyping
- C++ / C#
- Performance Profiling
- Console Deployment

Tools & Software

- Unreal Engine 4 & 5
- Unity
- Jira / Confluence
- Perforce
- TestRail
- Steamworks
- TeamCity
- Miro
- Slack

EDUCATION

UNIVERSITY OF CHESTER, UK

BSc, Games Development

WEST CHESHIRE COLLEGE, UK

HND, Creative Media Production

SUMMARY

Versatile Game Designer based in California with 6 years of design experience and multiple shipped games in that time. Skilled in gameplay, systems, and AI design with a strong technical foundation. Known for cross-functional collaboration, rapid prototyping, scripting, and delivering polished features in Unreal Engine and Unity.

EXPERIENCE

REFACTOR GAMES | Senior Game Designer

08/2025 – Present

Unannounced Simulation Sports Title

- First designer hired at the studio, overhauled existing design documentation for consistency and clarity; established enduring processes and standards for the design pipeline.
- Responsible for the overall design vision, game modes and core gameplay ensuring it accurately portrayed the sport while balancing player enjoyment.
- Lead the design of AI systems and balanced it across seven difficulty tiers.
- Onboarded new design team members of varying experience and assigned area ownership based on their strengths.

UNBROKEN STUDIOS | Game Designer

03/2022 – 03/2025

Harry Potter: Quidditch Champions

- Designed and prototyped dynamic class-based combat systems and talent trees, emphasizing moment-to-moment gameplay depth and balance.
- Developed and managed all dynamic and reactionary VO for notable characters.
- Designed, developed and drove the delivery of 6v6 and Custom Match modes for live service and post-launch content.
- Responsible for the full redesign of the live service, economy and player progression elements.
- Developed a data repository to manage 600+ cosmetic items and successfully balance the game economy.
- Balanced core Quidditch gameplay by leveraging internal, external and UR feedback.

UNBROKEN STUDIOS | Associate Game Designer

02/2020 – 03/2022

Harry Potter: Quidditch Champions

- Acted as AI Designer, developing a competitive multi-role AI with scalable difficulty, supporting immersive PvE / PvP gameplay and varied player experiences.
- Created a narrative-driven tutorial, setting up complex scripted scenarios and custom AI to teach multiple Quidditch positions.
- Created the 'blocks' system with engineering for data capture and broadcasting, supporting challenges and analytics.
- Conceptualized and prototyped unreleased singleplayer and multiplayer game modes including level design to remix core Quidditch gameplay.
- 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.

TT FUSION | Junior Game Scripter

11/2017 – 05/2018

LEGO: The Incredibles

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