

Philip Harris

Video game creative and author

As a Narrative Designer, Technical Director and author, I have a rare blend of creative, technical and leadership skills built up over more than 25 years of hands-on video game development.

During that time, I've shipped over 25 games on consoles, mobile and PC in a wide variety of genres and worked on everything from real time strategy games to action adventure titles to MMORPGs.

I have a passion for building narrative worlds and telling compelling stories inside them. Over the years, I've created game settings and narratives covering historically accurate depictions of World War II, galaxy-spanning science fiction, rich epic fantasy, an all too plausible near-future dystopian world, and more.

My broad range of experience means that I'm just as comfortable aligning teams around a high-level game vision as I am crafting dialogue or digging deep into the implementation weeds. I thrive in creative, collaborative environments, and it's working with talented people to create great games, coupled with my passion for gaming and a positive, upbeat attitude that keeps me in the industry.

Professional Experience

Design Director – Relic Entertainment

Sept 2022 - Present

Unannounced Title

- Leading the creative and narrative direction of Relic's next great game.

Lead Narrative Designer – Relic Entertainment

July 2020 – Dec 2022

Company of Heroes 3

- Led the narrative team responsible for all narrative content in the game.
- Designed, wrote, and directed a North Africa campaign narrative inspired by the historical effects of the war on the local Berber population.
- Wrote, edited, and reviewed mission and campaign narrative content.
- Hired and directed external writers.
- Designed and implemented narrative systems and pipelines to support branching narratives created using the Articy:Draft narrative tool.
- Worked closely with cultural sensitivity consultants to ensure the game approached challenging topics in a thoughtful and progressive way.
- Assisted in audio casting and directing.

Technical Director – Respawn Vancouver

Nov 2019 – July 2020

Apex Legends

- Technical lead for the design and programming team developing new seasonal content for Apex Legends.
- Writer for Wraith in-game barks (one season).

Lead Narrative & Missions Engineer - Electronic Arts *Oct 2016 – Nov 2019*

Unannounced Console Title

- Led a team focused on technology and tools for narrative, cinematics, level and mission design, and audio for a major open world console title.
- Designed *Almanac*, a comprehensive content management tool tailored to narrative-focused, open world games

Lead Client Engineer - Electronic Arts *July 2014 - Oct 2016*

Unannounced Mobile Title

- Responsible for client-side development using Unity.
- Worked with the server and production teams on designing and prototyping major gameplay features.

Group Technical Director - Electronic Arts *May 2008 - July 2014*

Multiple titles including iterative franchises, NHL and Fight Night, and standalone titles such as SSX and Plants vs Zombies: Garden Warfare.

- Responsible for the overall technical direction of a business unit employing over 120 software engineers across multiple locations.
- Defined the strategic vision for the business unit and then planned and drove execution across the group.
- Drove technology alignment across multiple diverse titles to reduce technical debt and increase efficiency.
- Ran a central team dedicated to enabling technology sharing across all titles.
- Worked with the EA Studios CTO and technical council to align business unit strategy with company goals.
- Supported and mentored the Technical Directors and Senior Software Engineers within the group.

Technical Director - Electronic Arts *Oct 2005 - May 2008*

FIFA Street 3 (Xbox 360, PS3)

- Overall responsibility for the technical development of the project with a team of over 20 software engineers.

NBA Street Homecourt (Xbox 360, PS3 Launch Title)

- Technical Director and Gameplay Lead on a team of over 30 software engineers.
- Overall accountability for all technical aspects of the project.
- Developed an agent-based AI system and implemented much of the AI for the game.

Software Engineer - Electronic Arts *Feb 2005 - Oct 2005*

Marvel Nemesis: Rise of the Imperfects (Xbox, PS2, GameCube)

- Joined the team late in the project as a generalist engineer to assist with finaling.

Senior / Lead Programmer - CodeMasters

Nov 2003 - Jan 2005

Operation Flashpoint 2 (Xbox, PC)

- Lead Programmer managing a small team of engineers during the initial concept stages of the project.
- Technical representative on the design team.
- Overall technical direction, project planning and scheduling.

Club Football 2006 (Xbox, PS2, PC)

- Lead Programmer managing a team of 10-15 programmers.
- Created a recovery plan aimed at dramatically improving the overall quality of the game after a disappointing release the previous year.

Dragon Empires MMORPG (PC)

- Lead Client Programmer responsible for the technical design of the PC client.
- Managed the client team including scheduling and task breakdowns.
- Acted as client contact for the server, art and design teams.
- Developed client-side spell binding and character progression systems, and an audio engine using Miles Sound System.

Director - Batfish Studios Ltd

July 2001 - Oct 2003

As sole director of the company, I was responsible for creating the company, obtaining and managing finances, building relationships with publishers, hiring decisions and for the day to day running of the company.

Game Director - Captain Scarlet (PC)

- Lead Developer responsible for both the overall game design and much of the programming on the company's main project, Captain Scarlet.
- Narrative Designer and writer on story and other narrative elements.
- Worked with the publisher on licensing including game design and story pitches.
- Scheduled and managed the development team, including external contract developers.

Lead Programmer / Narrative Designer - Silicon Dreams *Jan 1998 - June 2001*

Lego Island 2 (Gameboy Advance Launch Title)

- Programmer and Technical Lead.
- Narrative designer and writer for the core RPG experience.

Dogs of War (PC RTS)

- Lead Programmer on US release.
- Narrative Designer and writer for core story elements.

Unannounced PC Strategy Title

- Narrative Designer and writer.