

# BADER ALQAHTANI

## COMBAT DESIGNER



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## SKILLS



COMBAT DESIGN



ENEMY DESIGN



UNREAL ENGINE 5



PYTHON



GIT



PHOTOSHOP



JIRA

## WORK EXPERIENCE

### COMBAT DESIGNER \\ STUDIO PIXANO LLC (NDA)

2022 - 2024

Indie Studio comprised of AAA talent from **Bethesda, Riot Games, and Activision Blizzard** developing a stylized isometric action game releasing on the Nintendo Switch and PS5. Responsible for implementing and designing compelling and engaging combat loops using Unreal Engine.

- **Contributed to character design, enemy behavior, and core gameplay mechanics** to help produce cohesive encounters and systems.
- **Collaborated with senior designers, and engineers** to build, test, and tune new combat behavior.
- **Provided frame data documentation** to animators on key attacks and abilities to support their work.
- **Communicated** design goals to programming to create new game functions and design tools.

## PROJECTS

### COMBAT & ENEMY DESIGNER \\ EMBER POINT

2022 - 2023

Led the design and implementation of melee combat mechanics, gunplay, and enemy AI. Collaborated with audio design to deliver key sound effects for player and enemy attacks.

- **Prototyped** a system that detects the direction of player attacks for responsive directional enemy hit reactions.
- **Took ownership** of Vulkan boss battle implementation and designed all close and long-range attacks.
- **Designed and implemented** wave gun from concept to completion, including gust and lance modes.

### COMBAT & ENEMY DESIGNER \\ ANCHORS DEEP

2021 - 2022

Owned the design and implementation of core abilities, combat system, and enemy AI. Collaborated with narrative and level designers to craft compelling encounters and interactions in gameplay.

- **Implemented and prototyped** attacks by adjusting startup, active, and recovery frames.
- **Designed and scripted enemy AI** attack patterns and movement behaviors for the Tanker, Sniper, and Sailors using Unreal Engine Blueprint.
- **Greyboxed** levels using UE BSP editor, creating battle spaces to allow players to navigate the combat system against enemies.
- **Scripted all enemy encounters** and developed a tool for level designers to place grappling platforms across all levels.

### COMBAT & ENEMY DESIGNER \\ DRAGON BALL DEMON BREAKER

2020 - 2021

Responsible for the design and implementation of the main character's sword and melee battle styles, as well as enemy archetype behaviors. Featured in GameInformer, GameRant, and others.

- **Designed key combat mechanics** such as aerial attacks and super attacks.
- **Balanced** all of Trunks' Ki-Blast abilities, including his melee mode, sword mode, and Super Saiyan transformation, using Google Sheets.
- **Designed an AI behavior tree with lead programmer** which decides intervals of attacking, distance between enemy teammates, and aggression in combat.
- **Documented and recorded** all playtesting sessions, integrating feedback into design.

## EDUCATION

- **New York University Game Center -- May 2023**

Bachelors of Arts in Game Design