BADER ALQAHTANI

COMBAT DESIGNER / ENEMY DESIGNER

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SKILLS

COMBAT DESIGN

ENEMY DESIGN

UNREAL ENGINE 5

PYTHON

GIT

PHOTOSHOP

JIRA

WORK EXPERIENCE

COMBAT DESIGNER\\ STUDIO PIXANOH LLC (NDA)   2022 - 2023

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** 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 \\ ANCHORS DEEP   2021 - 2022

Owned the design and implementation of core ability, melee combat mechanics, 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.

COMBAT & ENEMY DESIGNER \\ EMBER POINT   2022 - 2023

Led the implementation and design of melee combat mechanics, gunplay and enemy AI.

- **Prototyped** a system that detects the direction of player attacks for responsive directional enemy hit reactions.

- **Designed and developed** stasis grenade (slows down time) and shock gun from concept to completion.

- **Collaborated with level designers** to develop a tool that allows players to push objects using the shock gun.

EDUCATION

- **New York University -- May 2023**   Bachelors of Arts in Game Design