

BADER ALQAHTANI

Technical Combat Designer

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Technical Combat Designer - Brain Jar Games

Sept. 2025 - Present

Technical Combat Designer on *Dead as Disco*. Owned boss fights, enemy AI, and combat challenges, with hands-on responsibility for design, implementation, testing, and polish.

- **Owned design of the Dahlia boss fight** including all phases from **concept to ship**, guiding its development across all departments, especially art, animation, and engineering.
- **Implemented Phase 2 of the Dex boss fight** from concept to ship, building its attacks and refining the fight through playtesting.
- **Designed the Prophet boss fight** and implemented Phases 1 and 2 using AI Behavior Trees and **Visual Scripting**, building its attacks, mechanics, and phase transitions.
- Designed the Bouncer and Surging Echo elite enemies from concept to ship, defining their attacks and behaviors alongside engineering and animation.
- Designed, implemented, and **shipped 50+ Song Challenges and combat encounters** pre, and post launch.
- Collaborated closely with **animation, audio, art, engineering**, and production to bring combat features into the game and resolve issues before release.
- **Tested and debugged** combat systems, adjusted attack timing and difficulty, and improved fights based on playtesting and team feedback.

Technical Combat Designer (Contract) - Studio Blanc

May. 2025 - Sept. 2025

Collaborated with a bootstrapped team comprised of AAA veterans from *Insomniac Games* and others, developing an unannounced 3D multiplayer arcade title in Unreal Engine 5.

- **Facilitating early-stage combat design brainstorm**s and transforming team discussions into clear, actionable documentation guiding prototyping and iteration.
- **Prototyping and implementing character classes in Unreal Engine 5**, designed with unique combat roles, abilities, and playstyles.
- Designing and **implementing enemy AI using Behavior Trees**, and encouraging player adaptability through emergent combat scenarios.
- Collaborating closely with the creative director and senior designer to define and refine combat, class identity, and moment-to-moment gameplay flow.

Combat Designer - Studio Pixanoh

Aug. 2022 - Jan. 2025

Indie Studio comprised of AAA talent from *Bethesda*, *Riot Games*, and *Activision Blizzard* developing *Town of Zoz* -- 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 5.

- **Designed and balanced core combat mechanics**, enemy AI behaviors, and player abilities to deliver tightly integrated and expressive combat encounters.
- Collaborated with senior and cross-discipline teams to prototype, test, and **iterate on enemy behaviors and combat systems** from concept to implementation.
- Authored detailed frame data for attacks and reactions, enabling animators to synchronize timing, readability, and impact with gameplay needs.
- **Translated combat design goals into clear technical specifications**, working closely with engineers to develop new gameplay features and designer-facing tools.