Isaiah Everin · Senior Game Designer

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The Guildhall @ SMU · Professional Certificate in Game Dev · May 2016 · Plano, TX
Columbia University · BA in Creative Writing and Film Studies · May 2012 · New York, NY

Current
2022 - Now

Senior Designer I · Crystal Dynamics

Titles: *Perfect Dark* (TBD)

- **Collaborating with design, engineering, and animation to prototype, build, iterate on, and polish combat**, specifically NPC roles, abilities, and behaviors.

2 Years
2021 - 2022

Senior Combat Designer · Aspyr Media

Titles: *Star Wars: Knights of the Old Republic Remake* (TBD, PS5/PC)

- **The only AI designer on the project, owning NPC and AI combat design for AAA Action RPG combat gameplay.**
  - Paper design, mocap direction, keyframe direction, prototype, and final implementation of combat abilities, hit reactions, and AI behaviors.
  - Collaboration with and review of internal and outsource animators and gameplay design teams implementing NPC combat factions.
- **Stand-in AI programmer holding complete ownership of design and implementation of all behavior trees and supplementary AI systems**, providing technical direction to gameplay programmers on specific AI sub-features.
  - Developed a modular data-driven universal behavior tree that could be employed by both enemies and player characters in combat.
  - Created a modular scripted AI action system, providing hooks to level scripters to easily give standardized commands to NPC characters.
  - Wrote C++ gameplay programming for AI behavior tree systems, including action selection systems, AI-controlled player character systems, navigation systems, modular behavior systems, and gameplay ability execution systems.
- **Technical design oversight on a proprietary expansion of the Unreal Gameplay Ability System as well as a large number of core combat design tools.**
  - Wrote in-depth technical specs for animation-driven combat systems made for the montage animation editor. Collaborated with gameplay engineers to craft a data-driven ability system that supported prototyping and fully implementing RPG combat.
- **Provided managerial and production support for the gameplay department**, including managing the team's feature backlog and playing a key role in roadmap and milestone planning for the department.

4.5 years	### ***Senior Game Designer*** · Senior Game Designer · Survios · Unreal Engine 4
2016 - 2021	**Titles:** *Big Rumble Boxing* (2021, PS4/X1/Switch/PC), *The Walking Dead: Onslaught* (2020, PS4/PC), *Westworld Awakening* (2019, PC), *Sprint Vector* (2018, PS4/PC), *Raw Data* (2017, PS4/PC)

Combat Design Experience

- **Design, prototype, initial implementation, and tuning of combat systems.**
  - AI combat behavior, using Behavior Tree and data-driven action selection configs tied to UE4's Gameplay Ability System, modifying/extending these systems in C++.
  - Collaborated on tools design for and executed on balancing for fighting game AI.
  - Developed player combat actions, including a framework used by engineers and designers for data-driven offensive/defensive actions within GAS.

Technical and Gameplay Design Experience

- **Designed and developed gameplay, missions, and levels for multiple game genres**, including FPS combat, stealth adventure gameplay, and a first-person racing platformer.
- **Design, prototype, implementation, technical ownership, and limited C++ gameplay programming of gameplay systems.**
  - Implementation for game-wide systems and tools (typically handled by associate or mid-level programmers), including Objective, Cutscene, Streaming, Narration, Music, Collectible, and Game Mode managers.
  - Gameplay actors, VR interactions, and scripted level beats, all integrated with either checkpoint save systems and/or replicated online co-op gameplay.
  - Designed and implemented an interactive cutscene system for VR scenes with no camera cuts, working on a AAA motion capture stage to craft scenes for this system.
- **Responsible for reviewing and bug-fixing the scripting of other designers** (junior to senior). Taught studio classes on Unreal Engine and Blueprint Scripting. Defined and taught studio standards for blueprints and data pipelines.

Training and Proficiencies

Engines	Unreal Engine 4 and 5 (Blueprints, C++); Unity 5 (C#, Java); CryEngine 3; Source; Lua.
Tools + Software	UE4/UE5 Tools (Gameplay Ability System, Behavior Tree, Anim BP, etc); Visual Studio 2019; JetBrains Rider; Adobe Suite (Photoshop, Illustrator); Microsoft Office Suite; 3D Studio Max.
Game Dev	AI implementation; tools design; large-scale data structure design; scripting for networked gameplay; level streaming; UI scripting; project and pipeline planning; Agile; Scrum.
Writing	Writing and updating development documentation on tight deadlines; tools/systems documentation; advanced editor; five years creative workshop experience; six years Game Master experience.