

# Isaiah Everin · Lead 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

## **Lead AI/Enemy Designer** · Crystal Dynamics · Unreal Engine 5

2022 - Now

*Titles: Perfect Dark (TBD, Xbox/PC)*

- **Management of AI Strike Team with other design, animation, and engineering leadership.**
  - Oversight and management of co-dev designers and key facilitator of many cross-team features and initiatives that span all of core gameplay.
  - Key manager of the AI strike team's feature/task backlog, establishing most of the conditions of satisfaction for sprint tasking and developing the long-term roadmap for all disciplines.
- **Collaboration with design, engineering, and animation to prototype, build, iterate on, and polish combat**, specifically NPC roles, abilities, and behaviors.
  - Ownership of enemy awareness and stealth gameplay loop as well as special enemy gadgets and abilities. Collaborative design on enemy ranged and melee combat loops.
  - Key designer on the game's health and damage pipeline, hit reaction pipeline, and encounter management systems.

Current

## **Video Essayist** · Signals and Light · YouTube

2023 - Now

*Videos: Enemy Attack Cadence Series (2024), Analysis of Actual Play (2023)*

- **Combat Design - What is Enemy Attack Cadence?** - A series of [six videos](#) analyzing the core principles and development of enemy combat in action games.
- **Comprehensive Overview of Combat Design** - [An article for GameDesignSkills.com](#) providing a high-level but expansive review of the field of combat design for aspiring designers.

2 Years

## **Senior Combat Designer** · Aspyr Media · Unreal Engine 5

2021 - 2022

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

- **Owner of NPC combat and AI implementation for AAA Action RPG gameplay.**
  - Paper design, mocap/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 handling the design and implementation of behavior trees and supplementary systems**, providing direction to supporting gameplay programmers.
  - Developed a modular data-driven behavior tree used by enemy and player characters.
  - Wrote C++ gameplay programming for AI behavior trees, including action selection systems, AI-controlled player character systems, navigation systems, modular behavior systems, and gameplay ability systems.

Continued

- **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 technical specs for animation-driven combat systems. Collaborated with engineers to craft a data-driven ability system for rapid implementation of RPG combat.
  - The final form of this (along with above behavior tree systems) empowered outsource devs to stand up new prototype data-driven enemy designs within a matter of less than two weeks without having to open or create a single blueprint.
- **Provided managerial support for the gameplay department**, including managing the team's feature backlog and playing a key role in roadmap and milestone planning.

4.5 years

## 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 and tools design, using Behavior Tree and data-driven action configs tied to UE4's Gameplay Ability System, extending systems in C++.
  - 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 some C++ gameplay programming of gameplay systems.**
  - Implemented game-wide systems and tools, including Objective, Cutscene, Streaming, Narration, Music, Collectible, and Game Mode managers.
  - Created gameplay actors, VR interactions, and scripted level beats integrated with 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 and set standards on Unreal Engine and Blueprint Scripting.

## 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, Logic Driver Pro, etc); Visual Studio; JetBrains Rider; Adobe Suite (Photoshop, Illustrator); Microsoft Office Suite.

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

Maintaining extensive documentation on very tight deadlines; deep tools/systems documentation; advanced editor; five years creative workshop experience; six years Game Master experience.