

# 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

## **Senior Designer I** · Crystal Dynamics · Unreal Engine 5

2022 - Now

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

- **Collaborating with design, engineering, and animation to prototype, build, iterate on, and polish combat**, specifically NPC roles, abilities, and behaviors.
  - Design oversight and prototyping of AI awareness and stealth gameplay loop, including tuning, balancing, and player feedback mechanisms.
  - Design oversight and prototyping of AI melee combat (using first-person synced animation systems) and special enemy archetype abilities and gadgets.
- **Oversight and management of mid-level designers as well as key manager of the AI strike team's feature/task backlog.**

Current

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

2023 - Now

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

- **Videos available at:** [www.isaiaheverin.com/signals-and-light](http://www.isaiaheverin.com/signals-and-light)
- **Combat Design - What is Enemy Attack Cadence?**
  - A series of seven videos analyzing the core principles of enemy attack cadence in action game combat design, aimed to provide both gamers and developers a thorough overview of how enemy combat is designed and developed.

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 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 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.
  - 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 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 data-driven ability system for rapid implementation of RPG combat.
- **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, modifying/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, 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.