

Fatir Ahmad

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Systems Designer

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Experience

Technical Designer, Sony Santa Monica Studios, *God of War (PS4)*

May 2016 – Present

Tools/Skills: Maya, Lua, Python, MEL, C#, Proprietary Tools & Engine, PS4 DevKit

- Work closely with Level Design, Encounters, Art, Rigging, Animation, FX, and Engineering to build polished, AAA-quality game experiences
- Build overarching scripting solutions to simplify and harden level and module scripting
- Build and maintain development and final game checkpointing logic for levels and modules
- Audit and update legacy scripting setups and identify game-wide performance improvements

Scripter, Carbine Studios, *Wildstar F2P (PC)*

December 2014 – March 2016

- Extend our in-house scripting language and tools to better meet the needs of the design department
- Train and support the design department in handling complex or high-profile scripts, especially in a live environment
- Audit design work weekly to ensure quality and consistency as well as avoid server degradation
- Cross-department intermediary to ensure technical designs are sufficient for engineering and expectations are clearly communicated for other teams
- Provided UI scripting, gameplay engineering, and tools support as needed

Game Designer, Carbine Studios, *Wildstar (PC)*

January 2012 – December 2014

Associate Game Designer, Carbine Studios, *Wildstar (PC)*

May 2011 – January 2012

- Created 5-player group instances, managed complex scripted frameworks, build advanced AI strategies and communications system, build combat for instance bosses and player-like combat behavior for NPCs
- Built various content through multiple leveling zones
- Worked directly with other departments to clearly communicate the needs of the design department
- Created prototypes of new systems and outlined the design requirements for engineering
- Assisted and trained other designers in understanding our tools, systems and optimal workflow

Skills

Design	Programming	General
<ul style="list-style-type: none">- Scripting (Lua, Python, C#, Blueprints)- Open-World Design- Multiplayer Instance Design- Complex AI Combat and Non-combat behaviors- Game Development (Unreal Engine 4, Unity3D, Proprietary, Flash, Phaser)	<ul style="list-style-type: none">- Programming (C++, C#, Java)- Version Control (Perforce, Git, SVN, Hg)- SQL & Database Structures- Scripting Language API Design- Visuals Studio, VSCode Debugging	<ul style="list-style-type: none">- Bug/Project Tracking (JIRA, Confluence)- Microsoft Office Suite (Word, Excel/VBA)- Adobe Photoshop/Flash- Maya, Python, MEL, PyQT, JS- Shell scripting & Sublime plugins- Self-Driven Learner & Lifelong Gamer

References

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Matthew Pellicane

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Education

University of Advancing Technology

B.A. Game Design/Multimedia

Mercer County Community College

Hardware, Networking, SysAdmin

Additional References: [linkedin.com/in/fatirahmad](https://www.linkedin.com/in/fatirahmad)