Fatir Ahmad

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Game Developer

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OBJECTIVE

A technical designer with 6 years of industry experience in both design and engineering. Looking to work with a motivated team to create world-class games while expanding both my programming and design skill sets.

EXPERIENCE

Technical Designer, *Sony Santa Monica Studios, God of War* **May 2016 – Present**

Work closely with designers, art, rigging, and animation teams to handle complex setpieces.

Create modular Lua script setups to handle frequently seen content to ensure all implementation is unified and easy to setup.

Create and maintain Maya tools (MEL and Python) to assist in content creation and upkeep.

Lead development of several key game features and development processes working closely with engineering.

Scripter, *Carbine Studios, Wildstar* **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 support to UI scripting, gameplay engineering, and tools as needed.

Game Designer, *Carbine Studios, Wildstar* **January 2012 – December 2014**
Associate Game Designer, *Carbine Studios, Wildstar* **May 2011 – January 2012**

Worked on Normal and Veteran difficulty 5-player group instances, managed complex scripted frameworks, advanced AI strategies and communications, and combat for instance bosses and player-like combat for NPCs .

Worked on multiple leveling zones, creating quests, challenges, and path missions and handled spawning and staging.

Created complex instances, such as a MOBA with complex AI strategies, an RTS with multiple dynamic systems, and branching story-driven adventures for unique gameplay experiences.

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, best practices and optimal workflow.

SKILLS

Game Design	Programming	General
• Scripting (C#, Lua, Python, AS3, JS)	• Programming (C++, C#, Java)	• Bug/Project Tracking (JIRA, Confluence)
• Open-World and Instanced Multiplayer Design	• Version Control (Perforce, Git, SVN)	• Microsoft Office (Word, Excel/VBA)
• Complex AI Interactions and NPC Combat	• SQL & Database Structures	• Adobe Photoshop/Flash
• Game Development (Proprietary, Maya, Unity3D, Unreal, Flash)	• Scripting Language Implementation	• Self-Driven Learner
	• Visual Studio & Debugging	• Lifelong Gamer

EDUCATION

University of Advancing Technology **September 2008 - June 2010**
Bachelor of Arts in Game Design and Multimedia, 3.93 GPA

Mercer County Community College **June 2008**
Computer Hardware, Networking and Systems Administration, 3.8 GPA