Fatir Ahmad

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Technical 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 multiple disciplines to build a polished, AAA-quality game experience
- Script solutions for level, puzzle, and module logic and maintained design scripting libraries
- Maintain development and shipping checkpoint logic
- Handle performance and load improvements game wide for a seamless 30 fps experience
- Built and maintained editor tools for workflow improvements across design departments

Scripter, Carbine Studios, *Wildstar F2P (PC)*   December 2014 – March 2016

- Extended our in-house scripting language and tools to better meet the needs of the design department
- Trained and supported the design department in handing complex or high-profile scripts, especially in a live environment
- Audited design work weekly to ensure quality and consistency as well as avoid server degradation
- Cross-department intermediary to ensure technical designs were sufficient for engineering and expectations were clearly communicated for other teams
- Provided additional 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
- 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, PhaserJS)	- Programming (C++, C#, Java) - Version Control (Perforce, Git, SVN, Hg) - SQL & Database Structures - Scripting Language API Design - Visual Studio, VS Code Debugging	- 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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Matt Tobiason
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(360) 250-1183

Matthew Pellicane
pellican21@gmail.com
(302) 598-0626

Education

University of Advancing Technology
B.A. Game Design/Multimedia
Mercer County Community College
Hardware, Networking, SysAdmin

Additional References: linkedin.com/in/fatirahmad