

Fatir Ahmad

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Game Designer

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OBJECTIVE

A technical designer with 5 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

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
<ul style="list-style-type: none">Scripting (C#, Lua, Python, AS3, JS)Open-World and Instanced Multiplayer DesignComplex AI Interactions and NPC CombatGame Development (Proprietary, Unity3D, Unreal, Flash)	<ul style="list-style-type: none">Programming (C++, C#, Java)Version Control (Perforce, Git, SVN)SQL & Database StructuresScripting Language ImplementationVisual Studio & Debugging	<ul style="list-style-type: none">Bug/Project Tracking (JIRA, Confluence)Microsoft Office (Word, Excel/VBA)Adobe Photoshop/FlashSelf-Driven LearnerLifelong 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

REFERENCES

Doug Koup, Lead Scripter, Carbine
douglas.koup@gmail.com
(714) 686-5402

Matt Tobiason, Lead Systems Designer, Carbine
aomenooni@yahoo.com
(360) 250-1183

Matthew Pellicane, Lead Designer, Glu
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Recommendations available at: <https://www.linkedin.com/in/fatirahmad#recommendations>