



ALEX LOUGHRAN



Loughran.Alex@gmail.com



+1 412-378-4448



AlexLoughran.com



Pittsburgh, PA



Technical Game Designer

BulletFarm Games (NetEase)

Jul 2024 - Nov 2025

- Designed and built human and creature Enemies and Bosses for a Co-op FPS in Unreal Engine
- Collaborated with LD's and programmed NPC systems in C++; Spawning, Patrols, Cover, Perception
- Built fully replicated combat abilities for enemy units using C++, blueprints, and GAS
- Designed and built NPC Behaviors using State/Behavior Trees, Smart Objects, and Contextual Anims
- Held brainstorming sessions and playtest discussions to rapidly iterate on team's feedback

Remote



Senior Combat Designer

Traega Entertainment

Feb 2024 - Apr 2024

Built abilities in UE5 and directed mocap. Unfortunately the company laid off 60% of all workers.

Franklin, TN



Senior Game Designer

Demiurge Studios

Oct 2022 - Sept 2023

- Designed Co-op FPS using Psychology of Motivation to appeal to an under-served market
- Built weapons, character abilities, and enemy AI in UE5 alongside programmers using Blueprints
- Collaborated with all other departments to drive production of weekly playtest builds
- Involved the team in ideation through brainstorming sessions, spec reviews, and playtest feedback
- Became a subject matter expert on a specific existing IP to guide content creation

Remote



Lead Game Designer

Owlchemy Labs

Jul 2022 - Oct 2022

Helped establish design processes, but ultimately the position was made redundant after a leadership transition

Remote



Senior Game Designer

PUBG Studios: Madison

Jun 2021 - Jul 2022

- Worked with Creative Director to design core combat features for Unannounced FPS Project
- Worked with Creative Director to design core combat features for Unannounced FPS Project
- Collaborated with Animators on the design of First Person attack animations and gunplay systems
- Worked with engineers to build new combat mechanics and items

Madison, Wisconsin



Combat Designer

Ubisoft Bluebyte

Jan 2020 - Jun 2021

- Lead the Combat team in implementing all combat mechanics for Assassin's Creed: Nexus
- Collaborated with Animators, leading Mocap Shoots to establish the look and feel of combat gameplay
- Prototyped boss encounters in-engine; designed and balanced several enemy archetypes

Dusseldorf, Germany



Economy Designer

Ubisoft Owlent

Jun 2017 - Jan 2020

Paris, France



Game Systems Designer

Shiver Entertainment

Oct 2014 - Feb 2017

Miami, Florida

Summary

Veteran Combat and NPC Designer able to cover the full range of skills relevant to the discipline - from using science backed theories to design our core features to building systems and content directly in engine using Blueprints and C++

Professional Skills

What I'm **Great** At....

Unreal Engine

C++ and Blueprints

Behavior and State Trees

Adobe Apps (Illustrator+AE)

Perforce

Design Mentoring

What I'm **Familiar** With....

Animation Blueprints

Gameplay Ability System

C# / Python

Jira + Confluence

Unity

Education

Graduate School 2012 - 2014

Carnegie Mellon University

Entertainment Technology

Undergrad 2008 - 2012

Juniata College

Digital Media & Film