

Alex Loughran

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Current Location
Franklin, TN

Senior Combat Designer Feb 2024 - Apr 2024
Traega Entertainment
 Build the combat controller in UE5, directed Motion Capture shoots, designed foundation of Enemy AI Behavior and Group Dynamics. Unfortunately the company ran low on funds and laid off 60% of its workforce
 Franklin, TN

Senior Game Designer Oct 2022 - Sept 2023
Demiurge Studios

- Designed and implemented combat mechanics to align with director's vision and narrative priorities
- Built weapons, character abilities, and enemy AI in UE5 alongside programmers using Blueprints
- Led the collaboration between animators and other designers to create and test unique Enemy Types
- Communicated the project's gameplay goals during meetings with Executives and Publishing partners
- Mentored junior and intermediate designers as well as assisted with project planning and hiring

Remote

Lead Game Designer July 2022 - Oct 2022
Owlchemy Labs
 Helped establish design processes across various disciplines, but ultimately the position was made redundant after a leadership transition
 Remote

Senior Game Designer Jun 2021 - Jul 2022
PUBG Studios: Madison

- Designed new weapons and movement features for future game updates based on existing player data
- Worked directly in UE4 to adjust the implementation and balance of new features
- Collaborated with Animators on the design of First Person attack animations and gunplay systems
- Lead a design team focused on Future Projects and used business intelligence data to drive efforts
- Ran internal playtests and wrote playtest questionnaires based on leading player psychology theories

Madison, WI

Combat Designer Jan 2020 - Jun 2021
Ubisoft Bluebyte

- Lead the Combat team in implementing all combat mechanics for AAA first person melee experience
- 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 Jun 2017 - Jan 2020
Ubisoft Owliont

- Prototyped and Designed economic systems to drive project's KPI across all game modes
- Collaborated with engineers and designers to build tools to manage economy and combat systems
- Designed and balanced the main Combat Systems and over 100 weapons and characters

Paris, France

Game Designer Oct 2014 - Feb 2017
Shiver Entertainment

- Designed combat and economy systems for a released Mobile RPG
- Balanced and helped implement Combat Abilities for over 40 unique characters
- Coordinated project timelines and team members' tasks across multiple disciplines

Miami, Florida

Summary

Got my start as a Systems Designer 10 years ago, I've since added quite a bit of experience as a Combat Designer confident with AI Systems, proficient with visual scripting, and a strong history of collaborating with other developers.

Professional Skills

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

- Unreal Engine
- Unity
- Visual Scripting (Blueprint)
- Adobe Apps (Illustrator+AE)
- Microsoft Excel
- Design Mentoring

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

- JIRA
- Confluence
- Python
- C# / C++
- Perforce

Education

- Graduate School 2012 - 2014
Carnegie Mellon University
Entertainment Technology
- Undergrad 2008 - 2012
Juniata College
Digital Media & Film