Lisa Kolpacheva

Game designer (AI/Systems)

INTRODUCTION

Independent and team-oriented Game Designer with passion for creating believable and player-oriented AI in games. Experienced in designing combat AI, as well as managing and collaborating with small and medium-sized teams

EXPERIENCE

AI Designer and Product Owner, Starbreeze Entertainment

April 2024 - current

- Design, prototyping, implementation, and iterating on AI agents for a cooperative D&D-based RPG using Behavior Trees and custom systems
- Managing and facilitating production pipelines of enemies and AI compainons with people of all required specializations
- Maintaining feature backlog to align with the product vision and scope requirements

System Game Designer, Bini Games

Sept 2021- Oct 2022

- system design of educational games for pre-schoolers
- feature ownership: leading production of a meta feature in an existing educational app

Technical Game Designer, *Dreamside Interactive*

Jun 2019 — Oct 2020

- melee combat and magic system design & implementation
- AI design & implementation using Behavior Tree and Utility System
- team management
- FPS stealth system design
- AI design supporting the stealth system

EDUCATION

Breda University of Applied Sciences, Breda, NL – *Exchange* 2022 - 2023

Cologne Game Lab, Cologne, DE – *Game Design Bachelor* 2020 - 2024

Higher School of Economics, Moscow, RU - *Game Design Bachelor* 2016 - 2020

Stockholm, Sweden

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SOFTWARE

Unreal Engine 4/5 (*Blueprints*)

Unity (*C#*, basic knowledge)

Adobe Photoshop, Illustrator, Audition & Premiere (media editing)

Figma, Miro (prototyping, wireframing, documentation)

EDUCATION

Best Board Game Winner

<u>Game & Mod Jam "Auswärtig gespielt"</u> 2023

Bafta Student Game Awards

Finalist Steam Game

OTHER

Winner - Best Board Game

<u>Game & Mod Jam "Auswärtig gespielt"</u> 2023

Finalist - Bafta Student Game Awards

Finalist Steam Game

LANGUAGES

Russian (Native) English (Business fluent) Swedish (Pre-Intermediate)