Aditya Dash
Technical Combat Designer

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Summary

Technical Combat Designer with experience building melee combat systems, enemy AI, and core gameplay mechanics using Unreal Engine and Unity. Former Game Mechanics Analyst and QA professional with AAA experience at Ubisoft, specializing in system evaluation, balance tuning, and player feedback loops. Strong prototyper with a systems-driven approach to combat design and responsive player controls.

Core Skills

Game Engines:
Unreal Engine 5 | Unity

Programming Languages :
C# | C++ | Blueprints

Design Skills:
Combat Design | Enemy Design | 3Cs | AI behavior Trees | EQS | State Machines | Animation Timing | Rapid Prototyping | Balancing/Tuning

Tools :
Excel | Jira | Miro | Fork | Perforce | Visual Studio

PROFESSIONAL EXPERIENCE

Game Mechanics Analyst - **Ubisoft India | June 2022 - April 2024**

Projects - XDefiant/Skulls and Bones/The Crew Motorfest/Farcry 6

- Conducted data driven analysis comparing in-house game mechanics against market competitors, leading to implementation of strategic decisions that improved gameplay mechanics and user experience.
- Developed a new method to provide accurate aim assist data for developers to incorporate in existing projects (i.e. XDefiant, Farcry 6, Skulls and Bones) to result in improved feedback with greater efficiency for overall gameplay.
- Collaborated with cross-functional teams to design gameplay modules (stealth, combat, controller responsiveness), allowing developers to extensively polish mechanics and deliver highly responsive controls.

Junior - Intermediate QA - **Ubisoft India | Nov 2020 - June 2022**

Projects - The Crew 2

- Led validation of Battlepass and PvP features, identifying exploits and ensure clean validation.
- Drove day to day execution of smoke tests for different platforms, collaborating with a team of 15 and delivered results from the tests to the dev team ensuring build stability.
- Collaborated with the compliance team to design a new build installation workflow for test platforms, reducing turnaround time for test reports.
- Supported live development by validating fixes, regression testing gameplay systems, and ensuring consistent player experience across builds.

PROJECTS

Technical Combat/Gameplay Designer, **Futuregames**

Project Slasher

- Took ownership of Combat and Enemy Design to implement melee combat mechanics and animations; and utilized Behavior Trees to implement AI-driven enemy behaviors.
- Designed two types of enemy archetypes : Melee and Ranged.
- Designed 3Cs (character, camera, controls) which include movement abilities such as Dashing, Wall Jumping and Running, providing players with more options when entering combat state.

Technical Combat/Gameplay Designer, **Futuregames**

Strata [2]

- Took ownership of Enemy Design and created 4 different archetypes including ground and air types.
- Implemented a dynamic navigation system in the game for ground type enemies.
- Implemented different types of weapons with different functions and shooting patterns.
- Created scalable and modular systems such as Damage system , Loadouts, Ability System.
- Collaborated with programmers to iterate, debug, and balance gameplay systems including AI and weapons.
- Designed additional gameplay systems such as level switching and upgrades.

Education

Futuregames, Boden, Sweden | September 2024 - December 2026

Game Designer specializing in System Design