

ADITYA SINHA

GAMEPLAY SYSTEMS DESIGNER | COMBAT DESIGN | AI/NPC SYSTEMS

Seattle, WA | Open to relocation | (315) 506-8817 | sinhaaditya2453@gmail.com | [Portfolio](#) | [LinkedIn](#) | [GitHub](#) | [Itch.io](#)

U.S. work authorization: H-1B status

Gameplay systems designer with AAA production experience on *State of Decay 3*. Focused on AI combat, NPC behavior, systemic gameplay, threat readability, and fast iteration. I bring a designer's eye, a programmer's toolkit, UCF FIEA game development training, and 3+ years of software engineering experience at Oracle to build player facing systems that feel clear, responsive, and satisfying.

Design Focus: AI combat, enemy/NPC behavior, gameplay systems, counterplay, player readability, prototyping, playtest driven iteration, and cross discipline collaboration.

Core Strengths: Gameplay Systems | Combat Design | AI/NPC Behavior | Technical Design | Player First Design | Playtesting | Feedback Driven Iteration | UE5 | Blueprints | C++ | Cross Discipline Collaboration

EXPERIENCE

Undead Labs | Seattle, WA

Sep 2025 - Present

Associate Gameplay Designer (Jan 2026 - Present) | Gameplay Design Intern (Sep 2025 - Dec 2025)

- Design and tune AI combat, zombie/NPC behavior, and systemic gameplay for *State of Decay 3*, with an emphasis on clear threat reads, fair counterplay, and satisfying moment to moment action.
- Own combat behavior across multiple enemy and NPC archetypes, shaping perception, navigation, movement, attack selection, defensive responses, hit reactions, damage, and pacing.
- Help bring a priority enemy archetype from early combat prototype toward production polish, refining its threat role, predictive movement, animation alignment, readability, and tuning goals.
- Built AI debugging and design iteration workflows that surface behavior, perception, targeting, and noise feedback so designers and cross discipline partners can diagnose and tune faster.
- Collaborate with animation, engineering, audio, VFX, QA, production, and design to turn gameplay intent into shippable features that improve through playtests and milestones.

Oracle | Bangalore, India

Jan 2021 - Jun 2024

Software Engineer, HealthIntent

- Built and optimized production algorithms and data pipelines for real time risk scoring systems, improving prediction accuracy by 18% while maintaining reliability.
- Mentored six junior engineers and supported release certification, improving delivery cycles by 15% while maintaining 100% compliance across releases.

PROJECT

Crimson Knight - Unreal Engine 5 | UCF FIEA

Dec 2024 - Aug 2025

Programming Lead / Gameplay & AI Designer | 18 person Soulslike capstone team

- Led programming and gameplay/AI design for an 18 person UE5 capstone team, aligning engineering, design, art, and production from prototype to final showcase.
- Designed player vs boss combat around move sets, telegraphs, counterplay windows, multi stage pacing, difficulty tuning, and readable challenge.
- Scheduled target audience playtests, identified where players felt confused or disengaged, and turned feedback into combat, balance, pacing, and readability improvements.
- Implemented boss AI and player abilities with State Trees, GAS, and motion warping, then tuned timing, damage, stamina, and challenge through repeated playtests.

SKILLS

Gameplay Design: Combat Design; AI Design; NPC Systems; Enemy Behavior; Boss Design; Counterplay; Game Feel; Player Readability; Playtesting; Feedback Synthesis; Systems Tuning

Unreal & Technical: UE5; Blueprints; C++; GAS; State Trees; Behavior Trees; EQS; AI Perception; Animation Blueprints; Gameplay Tags; Gameplay Debugger; Motion Warping; Data Tables

Production: Cross Discipline Feature Ownership; Rapid Prototyping; Design Documentation; Jira; Confluence; Perforce; Git; Agile; Animation/Audio/VFX/QA Collaboration

AWARDS & EDUCATION

Awards: Oracle BRAVO Award (2x) | Best Overall Game Recreation, Robotron 2084 (C/OpenGL)

University of Central Florida - FIEA | M.S. Interactive Entertainment

2025

Manipal Institute of Technology | B.S. Computer Science

2021