

# Lisa Kolpacheva

## Game designer (AI/Gameplay)

### INTRODUCTION

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

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### EXPERIENCE

#### AI Designer and Product Owner, *Starbreeze Entertainment*

April 2024 - current

- Design of core AI systems (e.g. perception and detection, patrolling, archetype variation)
- Design, prototyping, implementation, balancing and iterating on AI agents together with a crossfunctional team for a cooperative D&D-based RPG using Behavior Trees and custom systems
- Creating a final roster of enemies based on target single-player and cooperative challenges
- Creating and updating production pipelines of enemies and AI companions with people of all required specializations
- Maintaining feature backlog to align with the product vision and scope requirements
- Driving the communication between the pod and the leadership team to achieve clarity and alignment on priorities and goals

#### 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

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[Website](#)

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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)

### AWARDS

**Best Board Game Winner**

[Game & Mod Jam “Auswärtig gespielt” 2023](#)

**Bafta Student Game Awards**

[Finalist Steam Game](#)

### LANGUAGES

Russian (Native)

English (Business fluent)

Swedish (Pre-Intermediate)