Lisa Kolpacheva

Game designer (AI/Gameplay)

Stockholm, Sweden

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[Website](#)
[LinkedIn](#)

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.

SOFTWARE

Unreal Engine 4/5 (*Blueprints*)

Unity (*C#, basic knowledge*)

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

Figma, Miro (*prototyping, wireframing, documentation*)

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

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)