Lisa Kolpacheva

Game designer (Tech/AI/Gameplay)

Stockholm, Sweden

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Website
LinkedIn

INTRODUCTION

Team-oriented Game Designer with passion for creating engaging and meaningful gameplay and experiences in games. Experienced in designing and implementing various game systems, as well as managing and collaborating with small and medium-sized teams.

EXPERIENCE

Game Designer and Product Owner, *Starbreeze Entertainment*

April 2024 - current

PAYDAY 3 Live

- Maintaining combat readability and flow using AI design methods and tools (Utility system, Behavior trees)
- System design and balancing (HEAT, Mine equipment)
- Weapon design and balancing

Project BAXTER (cooperative D&D-based RPG) - cancelled

- Design, prototyping, implementation, balancing, and iterating on AI agents and core systems together with a cross-functional team using Behavior Trees and custom systems
- Creating and updating production pipelines of enemies and AI companions with people of all required specializations
- 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 preschoolers
- 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

SOFTWARE

Unreal Engine 4/5 (*Blueprints, confident knowledge*)

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

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

EDUCATION

Cologne Game Lab
Cologne, Germany
Bachelor of Game Design
2020 - 2024

Breda University of Applied Sciences
Breda, Netherlands
Exchange, Year 3
2022-2023

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

AWARDS

Best Board Game Winner
Game & Mod Jam “Auswärtig gespielt” 2023

Bafta Student Game Awards
Finalist Steam Game