

Lisa Kolpacheva

Game designer (Tech/AI/Gameplay)

INTRODUCTION

Independent and 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

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

Stockholm, Sweden

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[Website](#)

[LinkedIn](#)

SOFTWARE

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

Unity (*C#, basic 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](#)