Moe Ayyad

Gameplay/Technical/Level/AI Designer

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Veteran game designer with strong technical expertise. Experienced in designing campaign beats, levels, AI encounters, and moment-to-moment gameplay. Experienced in supporting large teams of designers and programmers as a technical designer on a proprietary engine. Owned, managed, and delivered several large-scale features on tight deadlines.

Skills

- Skilled in text-based scripting and visual scripting.
- High adaptability to learning, working with and debugging new tech.
- Able to delve into technical details with engineers and design details with designers.
- Ability to work with and support multiple people at the same time.
- Reviewing scripts and providing detailed feedback.
- Rapidly prototyping new features and content.

- Holistic player-first approach to game and level design.
- Designing with clear and concise intentionality.
- Action and open world game design.
- Onboarding design.
- Working with producers to break down designs and goals into tasks for different departments.
- Writing documentation with the target audience in mind.

Software Experience

Engines: UE5, Unity, Bedrock, Another Proprietary engine under NDA

Languages: C++, C#, Lua, JavaScript, Blueprints

Tools: Perforce, ADO, JIRA, GitHub, SourceTree

Documentation: Confluence, Miro, Trello

Game Development

Unannounced co-dev project - Blackbird Interactive (2023-Present)

Technical and Level Designer

- Bring the blockout levels received from our dev partners into whitebox and further polish states.
- Critique, analyze, and breakdown the levels and recommend changes to achieve the desired goals of each beat.
- Work closely with artists and narrative designers to rationalize the levels and ensure they feel believable, provide environmental storytelling, and achieve the desired gameplay beats.
- Support other designers and artists in overcoming technical challenges.
- Design and implement scripted events.
- Design and implement AI encounters in each level.

Minecraft Legends - Blackbird Interactive (2021-2023)

Technical and Game Designer

Main Game
- Provided support to my colleagues to help with implementation and scripting challenges using our proprietary engine.
- Created numerous bespoke in-game beats using a proprietary Javascript based scripting language (B#).
- Acted as a liaison between designers and programmers to ease team communication.
- Reviewed script changes and provided feedback.

- Rapidly prototyped several features to test their feasibility.
- Was responsible for everything related to one of the enemy factions from design to implementation and adjustments (The Horde of the Hunt) including campaign beats, level design, enemy encounters, and boss design.
- Designed & implemented all the discrete enemy encounters for the Horde of the Hunt and the game's final level.
- Designed & implemented a boss encounter (The Beast).
- Spearheaded the AI response initiative focused on improving AI response design and correctly utilizing the underlying tech to achieve responsive AI in every level.
- Authored several design and technical documents on Confluence.
- Organized and led several internal playtests.
- Contributed to the design and fully implemented the standalone tutorial.

Post-Launch
- Led a strike team of 6 designers responsible for improving every enemy encounter in the game as part of the second major update to the game (shipped).
- Led a strike team of 12 devs from different disciplines responsible for overhauling the prologue act for the first major update of the game (shipped)
- Continuously followed up with other team members to keep track of progress.
- Reviewed other designers' work and provided feedback.
- Designed all the levels in The Legend of The Llama and helped get it over the line for the release deadline as a new downloadable level.
- Continued to provide team-wide support as a technical designer.
- Worked closely with programmers to plan out our patching process.
- Designed and presented several pitches for DLC content.

Academic Experience

Humber College (2018-2021)
Advanced Diploma in Game Programming

The Hashemite University (2011-2016)
Bachelor's Degree in Computer Engineering

Personal Projects

The Wish of The Strays - UE4 C++ (2021)
AI & Battle Designer and Programmer
A tactical rogue-lite RPG. I designed and implemented every gameplay and AI system for the battles.

Accursed - UE4 C++ (2021)
Solo Dev
Designed and created every system in this rogue-lite wave-based action game.

Necromancer: Blood Call - UE4 C++ (2020)
Solo Dev
An action adventure dev project where I designed and programmed every system.

Tales From Rostra - Unity (2019)
Team Lead and Battle Designer and Programmer
Led a team of 6 to create this turn-based RPG and designed and programmed the battle and AI systems.

Previous Work experience

Programmer (full time): Tech Adaptika (2021 - 2021)

Freelance Programmer: Infrar3d inc (2020 - 2021)

Freelance Programmer: Humber College (2020 - 2021)

QA & Tech Support (part-time): Tech Adaptika (2020 - 2021)

Networking Engineer: Cisco TAC (2016-2018)