

Konan Murad

Technical Designer – UE5
Gameplay Systems &
Prototyping

Contact Information

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Location: Stockholm, Sweden

Summary

I make games feel great to play. I'm a Technical Designer who bridges design and code to turn ideas from concept to modular & replicated systems/features using UE5 Blueprints/GAS. I've delivered end-to-end milestones over 3 years, turning player data into something fun, replicated and built to scale by running frequent playtest sessions.

Skills

Game Engines: Unreal Engine 5 (Blueprints, C++ integration familiarity)

Gameplay Systems: Gameplay Ability System (GAS), Replication, Data Assets, Data Tables

Scripting & Tools: Blueprints, Git, Github, Rider/VS2022, Jira, Confluence, Unreal Insights, Blueprint Debugger

Design Expertise: Combat system design, 3Cs (Character, Camera, Controls), Level blockouts, Player flow, Traversal design

Animation & VFX Integration: BlendSpaces, additive animations, VFX/SFX feedback systems

System Architecture: Modular Gameplay Plugin, GameFeature Plugins, UI integration, multiplayer-ready feature design

Languages

English (fluent), Swedish (fluent)

Education

Technical Design Course

Into Games | May 2024

UX Design, Game and Interactive Media Design

Changemaker Educations | 2020 - 2022

Experience

Game Developer

ProjectHellshift - Solo Developer | UE5 | February 2026 – Present

- **Programmed a stylized first-person** roguelite shooter, building core gameplay loops, currency economies, and card-based progression systems.
- **Designed a four-tier upgrade** system featuring unique items, stacking mechanics, overcharges, and generic stat enhancements.
- **Automated project pipelines** with Git-based exports for asset and source code management, enabling LLM-assisted code review.
- **Designed a modular Gameplay Ability System (GAS)** framework using GameFeature plugins.
- **Created and rigged** 3D weapon assets and weapon skeletal meshes using Blender.
- **Optimized AI performance**, increasing framerates from ~70 FPS to 150–170 FPS for 200 simultaneous agents by implementing distance-based movement component toggling and efficient AIMoveTo logic.
- **Built a player skill progression loop** using DataTables and a custom LevelUpComponent to handle attribute upgrades upon leveling up.

Technical Designer

Walker Labs | UE5 | November 2022 – May 2025

- **Handled level design** from blackout to ship for a third-person multiplayer shooter, delivered every milestone across 12+ months of agile development.
- **Implemented networked gameplay mechanics** using GAS and Blueprints, with stable replication across clients.
- **Prototyped new game modes and objectives** in UE5, matched to level design intent and playtest outcomes.
- **Wrote design docs in Confluence** that kept the team aligned and reduced implementation errors during cross-discipline collaboration.
- **Ran 23 playtest** sessions and iterated on design based on player feedback, creating bug tickets as needed and improving team satisfaction across development milestones.
- **Reduced prototyping time >50%** (2–3 weeks to 1–4 days) by introducing an MVP vertical slice workflow (Spotify-style). Defined must-try requirements with clear docs, shipped a bare playable core, then layered features to enable earlier playtests and faster design decisions.
- **Set up bug reporting by integrating Jira - Slack** (auto post to #bugs and Slack to Jira ticketing), making issues visible by discipline and cutting idle queues to same/next day fixes for minor bugs, urgent bugs were flagged via direct pings with clear time estimates.

Personal Projects

Ghost Decoy - Teleport/Misdirection Ability (Lyra GameFeature)

- Replication-safe decoy/teleport with tunable params and exposed team logic.
- Authored a [Technical Design Document](#) and clean interfaces to speed integration.

Door Game Feature - Data-Driven Interaction (GAS ability)

- Configurable auto/manual/trigger flows via enums and Blueprint config.
- Designed for reuse across levels/modes and [documented](#) for team reuse.