Konan Murad

Technical Designer – UE5 Gameplay Systems & Prototyping

Contact Information

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Profile

I'm a Technical Designer with 3 years of experience building responsive gameplay systems, modular prototypes and multiplayer ready features in Unreal Engine 5. I specialize in blueprint scripting, Gameplay Ability System (GAS) and systemic combat mechanics, with a strong understanding of player feedback, design iteration and modularity. Currently seeking a technical design role focused on gameplay prototyping, ability systems and combat in action oriented or system driven games.

Skills

Game Engines: Unreal Engine 5
Scripting: Blueprints (C++ familiarity for native Blueprint integration)
Hard Skills: Team Communication, Problem Solving, Mentoring, Ownership, Agile, Scrum, Sprint Planning, Dev Documentation
Gameplay Systems: GAS, Gameplay Tags, Attributes, Replication, Data Assets & Data Tables
Level Design: 3Cs, Blockouts, Player Flow, Traversal, Research
Tools: Git, Github, Rider/VS2022, Jira, Confluence, Unreal Insights, Blueprint Debugger

Languages

English (fluent), Swedish (fluent)

Experience

Technical Designer

Walker Labs | November 2022 – Maj 2025

• **Led end-to-end level design** for a third-person multiplayer shooter, achieving 100% milestone delivery across 12+ months of agile development.
• **Implemented networked gameplay mechanics** using GAS and Blueprints, ensuring consistent multiplayer behavior and smooth replication.
• **Prototyped new game modes and objectives** in UE5, closely aligned with level design intent and playtest outcomes.
• **Authored comprehensive design** documentation using Confluence that streamlined team alignment and reduced implementation errors during cross-discipline collaboration.
• **Conducted 23 playtest** sessions and iterated on design based on player feedback, creating bug tickets as needed and improving satisfaction across development milestones.

Projects

Hellshift – First Person Action Roguelike Prototype

• Designed and implemented fast paced core gameplay systems in Unreal Engine 5, focused on mobility based combat.
• Integrated Lyra's Gameplay Ability System (GAS) into a modular project structure, adding stamina based dash and slide abilities with spammable hold and release input logic.
• Implemented AttributeSet driven gameplay logic (health, stamina, shield) using Gameplay Effects and Cue Notifies to handle ability costs, damage, regeneration and VFX/SFX.
• Structured the project using GameFeature plugins to cleanly separate UI, abilities, AI, and weapons for modularity and scalability.
• Built melee and ranged weapon systems (sword, rifle, pistol) with hit detection and VFX/SFX feedback, supporting responsive, player controlled combat.
• Developed responsive UI systems tied to gameplay state, including weapon slot switching, ammo counters, and attribute HUDs that react to GAS events and gameplay messages.
• Created BlendSpaces and additive animations for melee and ranged combat, providing visual feedback while preserving player control.

Ghost Decoy Game Feature – Teleportation and misdirection gameplay ability

• Designed and implemented a fully functional gameplay ability allowing players to spawn a ghost decoy for teleportation and misdirection.
• Developed a dual state input system to support decoy spawning and optional teleportation using Unreal's Gameplay Ability System (GAS).
• Handled replication and multiplayer compatibility within the Lyra framework, ensuring consistent behavior across clients.
• Created scalable gameplay parameters (teleport window, cooldown, ghost health) accessible to designers for future tuning.
• Scripted visual and audio feedback systems using Blueprint-driven VFX and placeholder SFX to support prototyping.
• Addressed technical limitations within Lyra by creating custom solutions (e.g., exposing team logic to Blueprint).
• Documented the entire system in a full Technical Design Document to support communication and future iteration.

Door Game Feature

• Built a data driven GAS ability for opening doors of various types (auto, manual, trigger), using enum switches and Blueprint config.
•Designed with modularity and documented for team reusability in mind.

Education

Technical Design Course

Into Games | May 2024

UX Design, Game and Interactive Media Design

Changemaker Educations | 2020 - 2022