

## Konan Murad

Technical Designer – UE5 scripting and game feature prototyping

### Contact Information

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### Profile

I'm a Technical Designer with 2.5 years of experience in gameplay scripting, systems design, and level blockouts using Unreal Engine 5. I specialize in third-person multiplayer game development, combining creative design thinking with technical implementation to craft immersive experiences.

### Skills

**Game Engines:** Unreal Engine 5

**Scripting:** Blueprints, C++

**Soft Skills:** Team communication, problem solving, mentoring/onboarding, ownership

**Gameplay Systems:** GAS, Gameplay Tags, Enhanced Inputs, Replication, Subsystems, Gameplay Effects

**Level Design:** Research, blockouts, player flow, 3Cs

**Tools:** Git/Github, Jira/Confluence, Rider/VS2022

### Languages

English and Swedish

### Experience

#### Technical Designer

Walker Labs | November 2022 - Present

- **Led level design** from research to polished blockouts for a third-person multiplayer shooter, contributing to 100% sprint milestone completion across a year of development.
- **Authored comprehensive design** documentation using Confluence that streamlined team alignment and reduced implementation errors during cross-discipline collaboration.
- **Implemented and replicated** gameplay mechanics using Blueprint scripting and GAS, enabling responsive multiplayer functionality with reliable performance across networked sessions.
- **Conducted 23 playtest** sessions and iterated on design based on player feedback, creating bug tickets as needed and improving satisfaction across development milestones.
- **Designed destructible** environments using Chaos Destruction, enhancing combat feel and encouraging tactical decision-making during encounters.

## Projects

### 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

Developed an interaction ability in Unreal Engine's Lyra sample that allows players to open and close doors using Sphere Traces. System supports multiple door types and states using data assets and enum logic. [Documented the setup](#) for scalability and team adoption.

### Interactive Abilities

Developed a set of experimental gameplay mechanics: a foliage interaction system that reacts to player movement, a force push ability that applies physics-based movement to objects, and a puzzle detection system that enables targeted interactions.

### Level Up System

Redesigned a marketplace asset's leveling system, shifting from a simple progression model to a point-based upgrade system. Players earn points upon leveling up, which can be allocated to attributes such as health and stamina. Upgrades adjust character stats and visually scale UI elements like health bars.

## Education

### Technical Design Course

Into Games | May 2024

### UX Design, Game and Interactive Media Design

Changemaker Educations | 2020 - 2022