Konan Murad

Technical Designer – UE5 scripting and game feature prototyping

Contact Information

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Profile

I'm a Technical Designer with 3 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 end-to-end level design** for a third-person multiplayer shooter, achieving 100% milestone delivery across 12+ months of agile development.
• **Authored comprehensive design** documentation using Confluence that streamlined team alignment and reduced implementation errors during cross-discipline collaboration.
• **Implemented and network-replicated** gameplay mechanics in Unreal Engine using Blueprints and Gameplay Ability System (GAS), ensuring stable multiplayer functionality.
• **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 a door interaction GA using Unreal Engine's GAS. Supporting multiple door types via data assets and enum switch states, configurable in blueprints.
•Designed for modularity and [documented the setup](#) for team adoption.

Interactive Abilities
• Created experimental mechanics. foliage interaction reacting to movement, a force push with physics, and a puzzle detection system enabling targeted interaction.

Level Up System
• Redesigned a marketplace asset's leveling into a point-based upgrade system with attribute allocation (e.g., health, stamina).
• Integrated stat changes and dynamic UI scaling (e.g., health bar visuals).

Education

Technical Design Course
Into Games | May 2024

UX Design, Game and Interactive Media Design
Changemaker Educations | 2020 - 2022