

ADITYA SINHA

GAMEPLAY DESIGNER | AI & COMBAT | TECHNICAL DESIGN

Seattle, WA (open to relocation or remote) | (315) 506-8817 | sinhaaditya2453@gmail.com
adityagameshub.com | linkedin.com/in/aditya-sinha-games | github.com/Th3RoadNotTaken

U.S. work authorization: H-1B status

Gameplay designer at Undead Labs on State of Decay 3, an AAA open world multiplayer survival game in UE5, where I design and implement combat AI and enemy behavior for solo and co-op play. I care most about the moment to moment feel of a fight: readable threats, fair counterplay, and animation, audio, and VFX telling the same story. I build my own ideas in Blueprints and C++, backed by a UCF FIEA master's and 3+ years of software engineering at Oracle.

Design Focus: Combat and enemy AI, enemy and boss design, systemic gameplay, player abilities, animation driven combat, readability, game feel, balancing, and playtest driven iteration.

Core Strengths: Combat Design | AI/Enemy Design | Systems Design | Technical Design | Game Feel | Balancing | UE5 | Blueprints | C++ | GAS | Feature Ownership

PROFESSIONAL EXPERIENCE

Undead Labs | Seattle, WA

Sep 2025 - Oct 2026

Associate Gameplay Designer, AI & Combat (Jan 2026 - Oct 2026) | Gameplay Design Intern (Sep 2025 - Dec 2025)

- Design, prototype, and tune combat AI across zombie and NPC archetypes, owning perception, navigation, attack selection, defensive responses, hit reactions, damage, and pacing for solo and co-op play.
- Took the Feral from early combat prototype toward Alpha: built an EQS driven disengage and reengage loop, a perception model with its own personality, and context aware dodges that keep it fierce but learnable.
- Partner with animation, audio, VFX, and engineering on readable combat, tuning anticipation, motion warping, and hit reactions, and reworking vocal cues so a roar signals rising threat instead of noise.
- Built AI debug views for perception, targeting, and player noise so designers can see why an AI reacted and tune with confidence.
- Balance melee and ranged weapons, weapon mods, and aim assist through playtests, and wrote an Alpha gap analysis giving design, animation, engineering, and QA a shared priority order.

Oracle | Bangalore, India

Jan 2021 - Jun 2024

Software Engineer, HealthIntent

- Built and optimized production algorithms and data pipelines for real time risk scoring systems, improving prediction accuracy by 18% while maintaining reliability.
- Mentored six junior engineers and supported release certification, improving delivery cycles by 15% while maintaining 100% compliance across releases.

PROJECTS

Crimson Knight | Unreal Engine 5 | UCF FIEA

Dec 2024 - Aug 2025

Programming Lead / Gameplay & AI Designer | 18 person Souls style action capstone

- Led five engineers on the 18 person team, scoping sprints, delegating features, and reviewing code while aligning design, art, animation, audio, and production.
- Owned boss combat for The Absolute (move sets, telegraphs, counterplay windows, multi phase pacing) using State Trees, motion warping, an n gram model that punishes repeated habits, and a modular GAS pipeline for abilities and status effects.
- Turned playtests with ~100 players into targeted fixes (clearer windup audio, visible counter VFX, breathing room between counters), raising Phase 1 completion from about 10% to 35%.

Blaster | Unreal Engine 5 | Solo multiplayer shooter

Aug 2023 - Nov 2023

- Solo built a server authoritative third person shooter in C++ with replicated weapons, validated hits, and RPC driven damage, using client side prediction to keep combat responsive.
- Built a reusable online sessions plugin for hosting, finding, and joining matches of up to four players with lobby travel.

SKILLS

Gameplay Design: Combat Design; AI/Enemy Design; Boss Design; Systems Design; Player Abilities; Counterplay; Telegraphing; Readability; Game Feel; Balancing; Playtesting

Unreal & Technical: UE5; Blueprints; C++; Gameplay Ability System (GAS); State Trees; Behavior Trees; EQS; AI Perception; Animation Blueprints; Motion Warping; Gameplay Debugger; Data Tables; Replication

Production: Feature Ownership; Rapid Prototyping; Design Documentation; Jira; Confluence; Perforce; Git; Agile

AWARDS & EDUCATION

Awards: Oracle BRAVO Award (2x) | Best Overall Game Recreation, Robotron 2084 (C/OpenGL)

University of Central Florida - FIEA | M.S. Interactive Entertainment

2025

Manipal Institute of Technology | B.S. Computer Science

2021