Diptoman Mukherjee

Senior Technical Game Designer

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Summary

Senior Technical Game Designer with ~10 years experience designing systems and tools for AAA/AA titles including **Gears of War: E-Day**, **Minecraft Legends**, **MechWarrior 5: Mercenaries**, and **Fortnite**. Specializes in building designer-empowering tools, procedural systems, AI behavior systems, encounters and world-agnostic quest structures in Unreal and proprietary engines.

Skills & Abilities

- ***Design:*** Technical, AI, Encounters, Systems, Quest
- ***Programming (Current):*** Blueprints, C++, C#, GML
- ***Tools:*** Unreal Engine 4/5, Unity3D, GM:S 2, Visual Studio, Rider, JIRA, Perforce/Git/SVN
- ***Spoken Languages:*** English (bilingual), Bengali (bilingual), Hindi (moderate)
- ***Programming (Past):*** Python, C, JavaScript, Java, PHP, HTML/CSS, MySQL, Lisp, Prolog

Experience

Senior Technical Designer, Multiple Client Projects with Epic Games
Final Strike Games, Seattle, USA (Remote) | July 2025 – Current

- **(Nov 2025 – Current)** Starting up on an unannounced project with Epic Games.
- **(July 2025 – Nov 2025)** Did tech design with the Fortnite Events team @ Epic Games for their largest end of chapter event from start to end **(Chapter 6 Finale, Zero Hour)**.
    - I modernized some of Fortnite's older systems under tight time constraints to work with their other newer systems as well, in service of the event.
    - Otherwise, there was a lot of exploration, experimentation and multiplayer bug-fixing to ensure a smooth experience at scale with 24 player lobbies experiencing a cinematic event.
    - The event was played by 10.5 million players (and 3 million more streaming) and was a huge hit.

Senior Technical Designer, Unannounced AAA Project
Free Range Games, Sausalito, USA (Remote) | March 2024 – June 2025

- The project was a **unique (with its traversal mechanics and narrative structuring) open world multiplayer action-adventure title** pulled by the publisher and the entire team was let go.
- **Owned**, **designed, prototyped** and **implemented** core game systems including **quest scripting state machines**, **markers**, **dynamic content systems**, **NPC handling, gameplay mechanics**.
- Collaborated with multiple time zones all over the world in a team of 100+. **Mentored** other designers, **reviewed content**, and served as the **go-to person for quest teams**. Established Tech Design standards for the systems team.
- **Implemented quest content** for the main quest and side quests when the team needed.

Senior Gameplay Technical Designer, Gears Of War: E-Day
Microsoft (The Coalition – Xbox Game Studios), Vancouver, Canada (Hybrid) | March 2022 – February 2024

- **Established technical design processes and frameworks** for the sixth mainline installment of the Gears of War franchise. **Hired, mentored and grew** the newly formed gameplay tech design department**.**
- **Developed AI behavior systems and individual unit intelligence**, **designed player ability mechanics**, and **created modular design tools and templates for CCC designers.** Prototyped and implemented **player abilities.**
- **Coordinated** with third party **development partners across time zones** on our pipelines.

Senior Game Designer, Minecraft Legends
Blackbird Interactive, Vancouver, Canada (Remote) | March 2020 – March 2022

- Served as the **Product Owner for survival gameplay** for a small team, including **village defense and invasion mechanics (long form campaign progression systems)**, driving feature development from concept to implementation. We worked remotely as part of **a team of 120+.**
- **Led design and development of one of the three enemy factions - Horde of the Hunt**, and world encounter systems.
- **Conducted initial world design** and environmental planning **for three distinct biomes**, establishing visual and gameplay foundations for level artists and designers.

Technical Designer, MechWarrior 5: Mercenaries
Piranha Games, Vancouver, Canada | July 2017 – March 2020

- **Managed product backlog for the procedural mission development team**. **Architected procedural mission generation, editor tooling**, and **created three of five shipped mission types (Defense, Demolition, Warzone)** at launch.
- **Developed enemy AI behaviors** at both **individual** unit and **encounter** levels, **designed difficulty scaling systems** for dynamic mission progression using an algorithmic system, and did **final mission balancing**.
- Designed and implemented the **building destruction systems** and content tools in Unreal 4 under heavy constraints.

Software Engineer, Multiple Client Projects
Fire Point Games (subsidiary of huochaihy.com), Vancouver, Canada | August 2016 – July 2017

- Worked on gameplay, AI & UI on multiple VR projects for clients in China.

Game Design Intern, Mafia Wars
Zynga, Bangalore, India | June 2014 – July 2014

- Worked on daily mission/quest design.

Education

University of British Columbia

- 2015 - 2016
- **Masters in Digital Media (MDM)**
- **CGPA:** 4.02/4.33
- **Tom Calvert Computer Science and Software Engineering Award** Winner

Indian Institute of Engineering Science and Technology, Shibpur

- 2011 - 2015
- **Bachelor of Engineering (BE) in Computer Science**
- **CGPA:** 8.15/10
- **First Class With Distinction**

Notable Achievements

Independent Development and Recognition

- **Published 30+ personal projects** with over 250,000 total plays
- **Featured** by prominent content creators including **PewDiePie** and **Markiplier**
- **Coverage** in major publications including **Retro Gamer UK** and **Times of India**
- **Multiple top-5 finishes** in competitive game development competitions and game jams
- **First recipient of the IGDC Awards** (2014)
- Consistent recognition **in Ludum Dare game jams (top 20)**

Community Leadership

- **Co-founded** the East India chapter of **NASSCOM Gaming Forum (2014)**
- **Established** the **Kolkata Game Developers** community organization
- Ongoing support for regional game development initiatives and educational programs

Portfolio

- **Complete work samples and achievements** available at **diptoman.com**

***References available upon request**