

ALAN KARBACHINSKY

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PROFESSIONAL EXPERIENCE

Grand Theft Auto VI, *Open World AA* – Designer: Open World Events **Sept 2022 – March 2025**

- Owned 12 open world events, refining them through multiple passes, accounted for and scripted all player character interactions, including combat, AI tuning, custom animation hookup and tuning, logic and combat branching, pacing, narrative delivery, and audio/VFX integration.
- Managed production of owned content, tracked cross-team bugs, dependencies, and deadlines while coordinating with teams to resolve blockers, and ensured timely delivery.
- Identified system limitations by pushing content forward and worked with system owners to improve existing system features, manage dependencies, and implement workarounds.
- Mastered proprietary project management and scripting tools, then seamlessly transitioned from internal tools to C# while maintaining content integrity.

ACADEMIC EXPERIENCE

Impasto, *First-Person Horror Adventure* – Lead Designer **May 2021 – Nov 2022**

- Led a design team of 4 who each owned and completed 2–3 major features, co-led execution of design pillars and goals across all features and systems with the director, and helped ship a game with over 400k downloads.
- Designed and scripted all 3 major quests from start to finish, owning pacing, difficulty curves, puzzles, tutorials, and encounters to deliver a complete narrative experience inspired by a real historical figure.
- Defined clear design and playtest goals for each milestone with the director, building evaluation frameworks to track comprehension, tuning, and feature viability.
- Implemented a feature based, cross-discipline team system that streamlined ownership, accelerated iteration, and ensured stakeholder deadlines were met.
- Developed and tuned all levels from whitebox, pacing, and world building to fully detailed levels.

Beat the Beat Up!, VR Action/Rhythm – Lead Producer **Sept 2020 – May 2021**

- Produced for a 32-person team remotely for a game that received 50k downloads and won the best VR category at the Mumbai International Film Festival.
- Improved pipelines and bridged workflows to speed up feature development and improve quality.
- Coached each lead in analysis, project management, and organizational skills, resulting in a 42% increase in task completion speed.
- Created milestones, macro and micro schedules, and weekly sprint reports for project using JIRA.

Boundless, USC MEGA Game Jam – Designer **October 2019**

- Created the game concept, designed and scripted all levels, and built the core "phase changing" mechanic and its related systems, which won the "Best Overall Game" award.

EDUCATION

University of Southern California, School of Cinematic Arts – Los Angeles, CA **August 2019 - May 2022**

- *Bachelor of Arts, Interactive Entertainment*, 3.72 GPA.
- *Scholarship*: Four time receiver of the JBBBSLA - Mimi and Feldman Endowed Scholarship.

SKILLS & INTERESTS

Skills: Unity, Unreal Engine, C#, Python, Rapid Prototyping, Game Balance, Strong Documentation, Teamwork, High Standards for Excellence, Reliable, Driven & Disciplined Work Ethic

Interests: Game Systems, Growth Mindset, AI, Outdoors, Ayurvedic Cooking, Soundscapes