

ALAN KARBACHINSKY

Portfolio: <https://www.karbachinsky.com> • karbachinskyalan@gmail.com • (323) 762-6842 • San Diego, California

PROFESSIONAL EXPERIENCE

Grand Theft Auto VI, *Open World Action Adventure* – Designer: Open World Events **Sept 2022 – Present**

- Ownership of 12 open world events, refining them through multiple passes, and bringing some to near shippable quality while solving unique open world design challenges.
- Delivering design solutions that support diverse and dynamic player motivations while also adapting to larger systemic game changes that directly affect content.
- Managing production of owned content, tracking cross-team bugs, dependencies, and deadlines while coordinating with teams to resolve blockers, and ensure timely delivery.
- Identifying systemic limitations by pushing content forward and working with system owners to improve existing system features, manage dependencies, and implement workarounds.
- Adapting mid-development, shifting from proprietary tools to C# while preserving content integrity.

ACADEMIC EXPERIENCE

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

- Led a team of 4 designers by providing clear design goals, ongoing guidance, and feedback on tasks.
- Built gameplay moments, including narrative events, stealth encounters, and points of interest within the game world.
- Programmed and implemented scripted events using C# for well-paced level progression.
- 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.
- Collaborated closely with design team to carry out best design practices and techniques.
- 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.

EDUCATION

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

- *Bachelor of Arts, Interactive Entertainment*, 3.8 GPA.
- *Scholarship*: Four time receiver of the JBBBSLA - Mimi and Feldman Endowed Scholarship.

COMMUNITY INVOLVEMENT

Jewish Big Brothers Big Sisters – Los Angeles, CA **2012 – Present**

- As a member of the youth mentoring committee, contributed creative solutions that made mentoring accessible to all, regardless of financial status.
- Delivered speeches at donor appreciation events, scholarship recipient events, and fundraising events to help raise \$1,060,000, exceeding expectations compared to previous years.

SKILLS & INTERESTS

Skills: Unity, Unreal Engine, C#, Rapid Prototyping, Game Balance, Clear Documentation, Thorough Note-taking, Teamwork, High Standards for Excellence, Reliable, Driven & Disciplined Work Ethic

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