

PATRICK JALBERT

Veteran Game Designer, 13 Years Industry Experience

Combat Design | Systems Design | Enemy Design | Progression Mechanics | Rapid Prototyping

patrick.p.jalbert@gmail.com | (412) 427 - 4045 | Pittsburgh, PA

Notable Titles

Immortals of Aveum - AAA Fantasy First Person Shooter

Combat Design, Enemy Design, Progression Design

Collaborated with combat & studio leadership to develop good practices for iterating on combat in cross-disciplinary teams. Rebuilt behavior trees and redesigned basic enemies to shipping quality. Pitched, designed, and oversaw dev of new enemies and bosses. Redesigned the talent system within existing tech to create distinct, fun, and viable player archetypes.

Until You Fall - VR Hack-and-Slash Roguelite

Design Direction, Combat Design, AI, Systems

Pitched the core combat systems of UYF and collaborated with other directors to take the idea from concept to ship. Developed core weapon heft / game feel, "Crushing" interactions, weapon stats systems, and enemy AI. Oversaw development of gameplay environments, supers, Hub area.

Star Wars: Jedi Challenges - AR Lightsaber Dueling

Design Direction (Dueling Mode), Combat Design, AI

Created proposals for core combat systems of the "Duel" gameplay mode for Walt Disney Interactive's Jedi Challenges AR game. Teamed up with programmers to prove core concepts and ultimately develop an in-house Behavior Tree scripting solution to rapidly develop engaging boss-fight style encounters with key figures from the Star Wars IP.

Work History

Turtle Rock Studios, Remote

-- Senior AI Designer | 07/2024 - Current

Ascendant Studios, Remote

-- Principal Combat Designer | 11/2022 - 7/2024

-- Senior Combat Designer | 12/2021 - 11/2022

Schell Games, Pittsburgh, PA

-- Senior Game Designer | 2021 - 12/2021

-- Advanced Game Designer | 2016 - 2021

-- Game Designer | 2012 - 2016

Red Fly Studios, Austin TX

-- Animation Intern | 05/2011 - 08/2011

Lockheed Martin, Fort Worth, TX

-- Multimedia Engineer Associate | 2009 - 2010

Skills

- Team Leadership
- Cross-Discipline Collaboration
- Behavior Trees / Combat AI
- Mechanics & Game Feel
- Systems Design
- Player Onboarding & Progression
- C# / C++
- Rapid Prototyping
- Technical Animation

Software

- Unreal 5
- Unity 3D
- Microsoft Visual Studio
- Maya
- Adobe Creative Suite

Talks

VRDC 2020:

Until You Fall: Building Satisfying VR Combat on a Budget

GDC Summer 2020:

Until You Fall: Building Satisfying VR Combat on a Budget Part 2

Education

Carnegie Mellon University

Pittsburgh, PA

08/2010 - 04/2012

Masters Degree:

Entertainment Technology

Rensselaer Polytechnic Institute

Troy, NY

08/2005 - 03/2009

Bachelor of Science:

Electronic Media, Arts, and Communication