

SHAHEED KHAN

SENIOR COMBAT DESIGNER · GAMEPLAY SYSTEMS · VR / AAA

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Veteran combat and gameplay designer with 20+ years shipping AAA action-adventure, VR, and fighting-game titles at Sony Santa Monica, Ready at Dawn, Sanzaru, and Activision. Deep expertise in enemy NPC archetypes, boss encounters, behavior-driven combat, and cross-discipline collaboration — from whiteboard pitch through final tuning pass.

CORE SKILLS

Combat & Systems Design

Enemy NPC archetypes, boss encounters, behavior trees, weapon design, movement systems, balance & tuning

Engines & Tools

Unreal Engine 5, Unity, Maya, Figma/Miro, Adobe Suite, Clip Studio, PICO-8

Cross-Discipline

AI programmer collab, animation direction, VFX concepting, UX/HUD, design documentation

Leadership

Combat lead, team mentorship, client presentations, milestone ownership

SHIPPED TITLES

- God of War: Ragnarok (PS4/PS5)
- The Order: 1886 (PS4)
- Lone Echo · Echo Arena · Echo Combat (VR)
- GoW: Ghost of Sparta (PSP/PS3)
- Spider-Man: Web of Shadows (PS3/360)
- Tony Hawk's Project 8 (PS2)
- Sonic Adventure 2 (DC/GC)
- Phantasy Star Online (DC/GC)

PERSONAL PROJECTS

- Single Strike (UE5 — reaction combat)
- Gekitotsu VS (PICO-8 — 2P combat)
- Project Parry (Unity — versus parry)
- Lunar Lander: Rescue (PICO-8)

EXPERIENCE

Senior Designer / Level Designer

2024 – 2026

Sanzaru Games · *Unannounced VR Project*

- Owned level design and combat encounters for a major unannounced VR title in full production
- Designed tutorial flow and boss encounter layouts balancing challenge progression and accessibility
- Drove moment-to-moment mission design across mechanics, pacing, and narrative integration

Combat Design Lead

2021 – 2024

Free Range Games · *1001 Threads of Mizan*

- Led combat team from pitch to full production — established enemy tone, feel, and design vision
- Designed hero and enemy archetypes: class identity, movement systems, abilities, and balance
- Delivered client presentations and maintained milestone documentation for stakeholders

Visual Development / Combat Designer

2018 – 2021

Sony Santa Monica Studio · *God of War: Ragnarok*

- Designed hero combat, weapons, and boss encounter explorations shaping the combat identity of the shipped sequel
- Produced combat storyboards, enemy encounter designs, FX concepts, and UI support bridging art and design
- Defined visual language for hero/enemy combat archetypes used across the award-winning title

Senior Systems Designer / UI-UX

2015 – 2018

Ready at Dawn · *Lone Echo · Echo Arena · Echo Combat*

- Designed core VR gameplay: puzzle, set piece, and encounter flow from game intro through station interior
- Built multiplayer systems including social layers, HUD, core feedback loops, and hologram-based UI/UX
- Pioneered zero-gravity VR interaction design across player, item, and environment interactions

Combat Systems / Game Design / UI-UX

2012 – 2015

Sony / Ready at Dawn · *The Order: 1886*

- Prototyped core movement, weapons, and level spaces; designed mini-games and in-game CIN storyboards
- Defined UI/UX language and tone ensuring systemic clarity across all player-facing mechanics

Combat Design / VFX

2010

Ready at Dawn · *God of War: Ghost of Sparta*

- Designed weapon and boss combat systems; directed in-game cinematics and boss arena layout
- Implemented character VFX and delivered additional concept art for combat visual direction

Combat Systems / UX Design

2008

Activision · *Spider-Man: Web of Shadows*

- Visualized attack strings, movement systems, and combo state flows; collaborated with animation on combat timings
- Delivered state diagrams and UX/UI ideation for core systems mechanics across three platforms