Saiprapanch Adloor

Systems Design | Gameplay Design

Portfolio | LinkedIn Profile | saiprapanch@gmail.com

Software & Skills

UNREAL ENGINE 5 | UNITY | AUTODESK MAYA | ZBRUSH | BLENDER | C++| C# | XML
MS EXCEL | MS WORD | PHOTOSHOP | CONFLUENCE| JIRA | MIRO
CREATIVE | HIGHLY ANALYTICAL | GOOD COMMUNICATION | LEADERSHIP EXPERIENCE | TEAM PLAYER

Experience

Firaxis Games | Senior Mission Designer | July 2025 - November 2026 | Unreal Engine 5

(Unannounced AAA Project | PC | Console)

- Sole Mission Designer for an unannounced AAA tactical-strategy game, owning every aspect of Combat, Systems, and Quest Design related to missions.
- Operated as a one-man team that handled planning and implementation of all missions in the game, while collaborating closely with relevant design, art, narrative, and engineering teams.
- Designed and scripted scalable mission/ quest systems that supported multiple mission types for procedural maps and levels using Blueprints and several Unreal Engine 5 features.
- Contributed to the design of dozens of enemies, weapons, player classes, and abilities that catered to the mission experience— balancing challenge combat with fun and fairness.
- In-charge of designing general enemy AI behavior during missions to elevate the mission experience from both a gameplay, combat, and narrative standpoint.
- Worked closely with narrative teams to integrate gameplay, missions, and the narrative to craft a cohesive, visceral, and engaging player experience for an established IP.
- Championed adapting existing systems and tools to deliver new features based on the project's available bandwidth and budget.
- Maintained stellar documentation of all systems and features designed, with constant focus on how they served the game's pillars, fantasy, and intended experience.

Dreamlit Entertainment | Senior Game Designer/ Lead Systems Designer | May 2021 - June 2026 | Unreal Engine 5

(Towers of Aghasba | PC | PS5) [Released in Early Access in Nov 2024]

- Core Game Designer on an Open-World Multiplayer RPG with crafting elements in UE5.
- Contributed to core design decisions and creating pipelines from early production to release.
- Handled ownership of several aspects of the game, including the Open-World Systems, AI, Combat, Quests, UI, player progression, etc. from conceptualization to final implementation.
- Implemented systems using Blueprints and several Unreal Engine 5 features.
- In-charge of balancing game systems involving combat, progression, player experience, & fun.
- Championed an open collaboration between engineering, art, and design into developing creative and technical solutions to challenges.
- Designed and Implemented all quests in the game while working closely with narrative.
- Made pivotal decisions based on player feedback after the Early-Access launch.
- Iterated & balanced game systems based on player feedback to vastly improve player experience.

Education

Savannah College of Art and Design (SCAD)
Game Design
January 2019- March 2021, Savannah, GA
MFA- Interactive Design and Game Development

Easwari Engineering College
Computer Science
August 2014- April 2018, Chennai, India
BE- Computer Science Engineering