

# Alan Kilby - Technical Game Designer

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📍 Paris, France

Technical Game Designer with 3+ years of experience bridging the gap between creative vision and technical implementation. I have experience building innovative tools within Unity and Unreal Engine. I enjoy making game prototypes and writing articles about interesting game design topics.

Check out my Portfolio!

[alankilby.com](http://alankilby.com)



## WORK EXPERIENCE

### TECHNICAL GAME DESIGNER AT X&IMMERSION | Sept 2024 - Present | Permanent Contract

- **Smart NPC System (Diagen):** Designed the architecture for Diagen, a tool for creating "smart" NPCs capable of learning, forgetting, and interact with in-game systems. With 3 levels of interaction : NPC-to-NPC, Player-to-NPC, and World-to-NPC. Developed a no-code, csv-focused workflow allowing non-technical designers to create complex narrative behaviors without accessing code or blueprints.
- **Audio & Animation Tools (Ariel & Geppetto):**
  - Built custom Unity inspectors for Ariel (speech synthesis and voice-cloning tool), implementing batch generation and pronunciation glossaries to accelerate voice-line production.
  - Managed feature testing and integration for Geppetto (automated lip-sync), adapting the tool to industry-standard 3D characters including MetaHuman, CC4, and Ready Player Me.
- **Tool UX & Workflow Optimization:** Led the UX design for in-house tools, tailoring interfaces to different teams' technical knowledge levels to ensure seamless pipeline integration and user adoption. Worked closely with the creative teams from client studios to translate their requirements into production-ready in-engine tools.
- **R&D Machine Learning :** Worked with the engineering team to build an autonomous vehicle driver AI for a racing title, utilizing reinforcement learning to replace traditional heuristic-based AI. Trained agents over multiple generations across various in-game circuits to optimize decision-making and make them interesting in-game rivals.
- **Technical Consultation:** Provided expert guidance on integrating AI-powered systems within diverse game projects for external clients, ensuring architectural compatibility with existing projects.
- **Team Leadership :** Coordinated teams in the production of technical demos showcased at Gamescom, GDC, and Paris Games Week in Unity and Unreal Engine.

Collaborated with :



**Amerzone : The Explorer's Legacy**

Microids



**Murky Divers**

Embers



**Hot Lap Racing**

Zero Games

### GUEST LECTURER & TECHNICAL MENTOR AT ISART & ICAN Paris | Nov 2025 - Present

- **Lectures & Masterclasses :** Delivered masterclasses for Game Programmers at ISART and led an intensive themed week for 3rd-year Game Developers at ICAN, focusing on "AI Tooling for Game Production".
- **Technical Mentorship :** Accompanied 5th-year Game Design students at ICAN, providing technical consultation for the integration of AI-driven tools into their final graduation projects.

### GAME DESIGNER AT X&IMMERSION | Sept. 2022 - Sept. 2024 | Apprenticeship

- **Designed game systems** such as Combat, Crafting and Inventroy systems.
- **Developed tools** in Unity and Unreal Engine.
- **Implemented game systems** in Unity (C#) and Unreal Engine (Blueprints).

#### CORE SKILLS

- Unity (C#, Custom Inspectors & Editors, etc.)
- Unreal Engine (Blueprint, Widgets, etc.)
- Game Systems Design and Implementation
- Fast Prototyping

#### SOFT SKILLS

- teamwork
- critical thinking
- problem solving
- written and oral communication

#### LANGUAGES

- French Fluent
- Spanish Native
- English Professional

#### EDUCATION

Master's Degree in Game Design (2022 - 2024) | ICAN Paris

Bachelor's Degree in Game Design (2019-2022) | SUPINFOGAME Rubika