

# Isaac Torres | Lead Designer

delriach@gmail.com | 312-813-3854 | Chicago, IL

*Lead Designer with extensive experience shipping and supporting live multiplayer titles. Specializes in crafting accessible, latency-resilient combat systems with strong gameplay feel. Proven people manager with hands-on experience hiring, mentoring, and developing designers while delivering cohesive, player-focused gameplay systems.*

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## PROFESSIONAL EXPERIENCE

### Stoic Studio

#### LEAD COMBAT DESIGNER - *TOWERBORNE* (JULY 2022 – MARCH 2025)

- Lead, mentored, and managed a team of combat designers of varying levels of seniority
- Responsible for Live Team design endeavors, which includes Limited Time Events, Modes, and Activities
- Established and maintained combat design best practices and standards that are used across the entire team
- Designed and maintained all online-oriented combat systems with an eye towards game feel under latency; prioritizing compelling designs that feature low barriers to entry while allowing for highly skilled play
- Owned end-to-end combat systems including player classes, enemies, bosses, class progression, and challenge modes
- Collaborated closely with producers, animators, engineers, VFX, and SFX artists to oversee all player and enemy designs
- Facilitated daily playtests across multiple disciplines that lead to action items for the entire team
- Defined team ownership boundaries and review standards
- Conducted performance reviews and growth plans for combat and live designers
- Led and contributed to designer hiring, reviewing resumes, conducting screenings, tests, and interviews

### Iron Galaxy Studios

#### LEAD COMBAT DESIGNER - *RUMBLEVERSE* (2018 – 2022)

- Designed combat philosophy for 40 player melee-based Battle Royale, balancing readability, latency tolerance, and skill expression to support competitive play at scale
- Designed flexible, custom-made tools to facilitate faster development and iteration, as well as easier prototyping
- Led team of animators, engineers, VFX, and SFX artists to create all in-game player actions (including combat, traversal methods, and emotes)
- Designed and implemented combat interactions and mechanics

#### COMBAT DESIGNER - *EXTINCTION* (2017-2018)

- Joined mid-development; redesigned game's combat, collaborating with Engineering, Animation, AI
- Designed character upgrades for progression

#### COMBAT DESIGNER - *KILLER INSTINCT SEASON 3* (2015 – 2017)

- Designed AI with an eye towards replicating organic player behaviors
- Designed stage progression for all S3 maps, creating evolving narratives through player interaction
- Designed core *Shadow Lords* systems, including new combat mechanics, difficulty-based AI, and player progression

#### QUALITY ASSURANCE PROJECT LEAD – *MULTIPLE TITLES* (2013-2015)

- Managed QA team of 6-8 across multiple locations (IG Chicago, IG Orlando, External)
- Created extensive test plans and worked closely with Production, Engineering, and Design

### NetherRealm Studios

#### QUALITY ASSURANCE - *INJUSTICE* (2012-2013)

- Tested issues with a focus on competitive gameplay and design, communicated with core design team
  - Developed comprehensive and efficient test cases
  - Choreographed gameplay videos for *Injustice: Battle Arena* YouTube series
  - Wrote special move descriptions for in-game move list
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## EDUCATION

### UNIVERSITY OF ILLINOIS CHICAGO (2004-2009)

- B.A., Psychology (Sociology minor)
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## SKILLS

- Engine Adaptability (UE4/UE5/Custom Engines), Advanced Combat/Systems Design, Team Leadership/Management, Design Documentation (Core/Foundational, Features), Enemy Design, Boss Design, Player Character Design, Prototyping (Systems, Gameplay Mechanics)