

# Isaac Torres | Lead Designer

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*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 2026)

- Led and managed combat design team, with responsibility for mentoring, review standards, and designer growth plans.
- Owned Live Team design work across limited-time events, modes, and activities, defining shipped deliverables.
- Established and maintained combat design best practices and standards that are used across the entire team
- Designed and maintained online combat systems optimized for latency resilience, readable game feel, and a low-barrier, high-skill expression experience.
- 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)

- Defined combat philosophy for a 40-player melee battle royale, balancing readability, latency tolerance, and skill expression for competitive play at scale.
- Designed custom tools to speed iteration and support faster prototyping across combat and gameplay development.
- 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 a QA team of 6-8 across multiple locations, coordinating work across both internal and external partners.
- 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)