Noah Fischer

Gameplay/AI Engineer

Portfolio | noisfischer@gmail.com | GitHub | LinkedIn

Summary

Gameplay and AI engineer specializing in Unreal Engine 5 and C++, focused on AI behavior and decision-making as well as core gameplay systems. Founding engineer on Netflix Games' FIFA World Cup: Launch Edition, where I built goalkeeper AI, skill moves, headers, and character interaction. Currently developing gameplay systems at Delphi Interactive and monster AI for Know Buddy Games' Shadow Hills Manor.

Work Experience

Gameplay/AI Engineer (Unreal Engine 5) 07/2026 – Present

Delphi Interactive — Unannounced title

- Develop core gameplay and AI systems, including NPC decision-making, physics-based gameplay, and character interaction.

Gameplay/AI Engineer (Unreal Engine 5) 07/2026 – Present

Know Buddy Games — Shadow Hills Manor (upcoming)

- Built the game's monster AI from the ground up, driven by an AI manager with action states and behavior instructions.
- Co-developed a custom AI perception system for sight and hearing that feeds the monster's decision-making.
- Develop gameplay mechanics, including interactable world actors and player character logic.

Gameplay/AI Engineer (Unreal Engine 5) 07/2024 – 07/2026

Refactor Games — Founding engineer on Netflix Games' FIFA World Cup: Launch Edition

- Owned the goalkeeper system (AI and player-controlled): action-state framework, AI behavior instructions for realistic decision-making, ball-intercept logic built on the core ball physics system, and control-rig IK for ball contact. Partnered with senior engineers, designers, and technical animators.
- Built the solo prototype that secured the project; onboarded engineers across core gameplay and AI systems as the team scaled.
- Owned the skill move system: input combo interpreter, runtime activation pipeline, and a curve-driven ball trajectory system, built with physics engineers, that matched per-move animation data for convincing foot-to-ball contact.
- Designed the header system: animation-driven warp targeting plus a control rig that adjusted header animations at runtime to land contact precisely on the ball.
- Built player-vs-player jostling with technical animators, selecting animations from relative positioning and movement state.
- Designed root motion extraction for goalkeeper, header, and skill move locomotion, eliminating sliding; added runtime multipliers for gameplay tuning.
- Built editor tools for designers and animators: a ball-shooter utility widget that visualized trajectories in real time, a data asset generator using animation modifiers for root motion values and normalized curves, and a goalkeeper dive simulation tool.
- Designed and maintained a large animation chooser table for context-driven goalkeeper animations.

Unreal Engine Gameplay Instructor 09/2023 – 07/2024

Vertex School

- Taught Unreal Engine gameplay programming to 50+ students, taking them from programming fundamentals in Blueprints through C++ to finished game projects.

Skills

Core Technologies: Unreal Engine 5, C++, Blueprints

Game AI: NPC Behavior, AI Decision-Making, Action State Systems, AI State Machines, AI Perception (Sight & Hearing), Behavior-Driven AI, Data-Driven Design

Gameplay & Animation: Gameplay Architecture, Character Controllers, Interaction Systems, Animation Chooser Tables, Control Rig, IK, Motion Warping, Root Motion Extraction

Physics: Ball Physics Integration, Custom Trajectory Curves, Contact Systems

Tools & Editor: Editor Modules, Editor Utility Widgets, Animation Modifiers, Data Asset Generation, Workflow Tooling

Multiplayer: Replication, Client–Server Architecture **Version Control:** Perforce, Unreal Game Sync, GitHub

Collaboration: Cross-Discipline Coordination (Engineering, Design, Animation, Audio, Physics), Mentorship

Education

Unreal Engine Game Development Program — Vertex School 04/2023 – 11/2023

B.S. Graphic Communication, Cum Laude — California Polytechnic State University, San Luis Obispo 2016 – 2020