

Dhameer Roche

Gameplay and Combat Designer

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Skills

Game Design / Scripting

- Combat encounters and balancing
- Creating concise and visual design Documentation
- Prototyping and iterating
- Unreal Engine Blueprints/ Visual scripting
- C++

Software

- Adobe Illustrator
- Maya
- Google Docs
- Git
- JIRA

Development Experience

Dual Shadows – Product Owner, Systems Designer & Animator

Aug/24 – May/25

- Designed and implemented full combat and ability systems for players, enemies, and bosses, including data architecture, scripting, Artificial Intelligence, and balance iteration.
- Authored detailed technical design docs defining system rules, edge cases, and tuning parameters used by the entire team.
- Directed sprint planning and milestone delivery, coordinating across animation, design, and programming to keep gameplay features on schedule

Elder Awakening – Solo Developer

Aug/22 – Present

- Created the game's foundational world, mechanics, and narrative framework, adapting the original novel into an interactive RPG experience.
- Built core gameplay systems in Unreal Engine 5: quest management, progression, combat framework, and exploration mechanics.
- Designed scalable content tools for quest and dialogue creation to support future expansion.

DreamWalkers – Lead Designer & Product Owner

Mar/23 - May/23

- Defined and balanced full combat ability roster for all characters and enemies.
- Owned the project roadmap, sprint cycles, and gameplay vision to maintain delivery targets.
- Directed feedback integration with art and programming to polish animation timing, hit-pause, and camera effects for combat feel.

Education

Champlain College, Burlington, VT
Middlebury Language Program

Graduation: May/25
Completed: Aug/24