

Nicholas Dimitri Bazos

www.nicholasbazos.com/

www.linkedin.com/in/nicholasbazos/

Senior Gameplay Engineer with 4+ years of experience shipping full feature sets on large IP AAA titles. Specializing in player locomotion systems with strong experience in combat, AI and set-piece gameplay.

EXPERIENCE

10/2021 - 03/2026

Senior Gameplay Engineer • Meta (Camouflaj Studio -- Acquired 2022)

- Owned the entire player locomotion feature set for Batman: Arkham Shadow, including foundational locomotion systems (movement accumulation, height handling, step handling, etc.), standard movement features, climbing, mantling, vaulting, gliding, traversal transitions and more guiding the feature set from initial prototype through final certification.
- Designed and implemented movement logic tightly integrated with animation, physics/translation and camera systems to maintain player comfort and responsiveness in VR.
- Acted as a primary point of contact for locomotion-related systems across design, animation, environment art and QA, and collaborated across disciplines to iterate on intuitive locomotion metrics, reducing the feedback loop between design and engineering.
- Refactored and extended existing gameplay systems to support new traversal mechanics while maintaining backward compatibility, improving system maintainability and reducing regression bugs for future traversal mechanics.
- Implemented and owned the Shadow Batman boss fight, including unique encounter logic/mechanics, attack sequencing, state machines and difficulty tuning.
- Shipped 2024 VR GOTY title driving optimization, bug fixing, and polish through final certification. Worked within live production constraints, balancing technical debt, feature requests and performance requirements leading up to the initial release and following the release through continued major patches.

SKILLS

Proficient: C++, C#, Unity, Visual Studio, Rider, Git, Perforce, Jira, Claude Code

Familiar/Exposure To: Unreal, TypeScript, Cascadeur, Maya, Predicted Player Controller (Replication/Reconciliation)

EDUCATION

Rochester Institute of Technology | B.S. & M.S. in Game Design & Development, 2021

Graduate GPA: 4.0/4.0 Undergraduate GPA: 3.84/4.0