

John Comes

Design Director, AI for creative teams

Seattle area

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I've spent 25 years designing and directing games, with 35+ shipped titles across competitive multiplayer, strategy, and live service. I designed the first commercial MOBA, directed a free-to-play shooter past 3 million players, and wrote the AI for Supreme Commander. Today I build human-in-the-loop AI workflows that make designers and artists faster without taking the creative calls away from them, and I teach teams to do the same.

Studios

Bacon Dragon

Founder

- Developing an unannounced dungeon crawler with an AI-assisted design loop.

World's Edge (Microsoft)

Lead Technical Designer,
contract

- Lead technical designer on contract at Microsoft's Age of Empires studio.
- Age of Empires*

Galactic Annihilation

Design Director, Senior Engineer

- Helped architect Industrial Annihilation, bridging Unreal Engine 5.4 with a proprietary simulation engine.
- Directed balance, unit design, and single-player missions; key driver of crowdfunding on StartEngine and Kickstarter.

Industrial Annihilation

Team Grit

Designer, Engineer

- Helped design Grit, a Wild West battle royale, wrote gameplay code, and built over 15,000 NFT outfits.

Grit

tinyBuild

Production Director, CTO

- Ran tinyBuild's porting studio, taking PC games like Hello Neighbor, Graveyard Keeper, and Party Hard 2 to Xbox, PlayStation, and Nintendo Switch.
- Helped with production on Rapture Rejects.

Hello Neighbor, Rapture Rejects, Graveyard Keeper, Party Hard 2

Uber Entertainment

Creative Director, Game Director

- Directed Super Monday Night Combat (3M+ players) and assisted in design on Planetary Annihilation (1M+ units, \$2.2M Kickstarter).
- Lead Designer on Monday Night Combat, the first shooter-MOBA hybrid.
- Game Director on Toy Rush, a mobile tower-defense game.

Planetary Annihilation, Planetary Annihilation: Titans, Super Monday Night Combat, Monday Night Combat, Toy Rush

Gas Powered Games

Lead Designer, Lead Content Engineer

- Lead Designer on Demigod, the first commercial MOBA.
- Led a team of 13 on Supreme Commander and wrote its entire AI and mission framework; design consultant on Forged Alliance.

Supreme Commander, Supreme Commander: Forged Alliance, Demigod

Electronic Arts / Westwood Studios

Senior Designer, Software Engineer

- Lead designer and engineer on Command & Conquer Generals: Zero Hour.
- Architected the skirmish and campaign AI for The Battle for Middle-earth; Senior Designer on Earth & Beyond.

Command & Conquer Generals: Zero Hour, The Lord of the Rings: The Battle for Middle-earth, Earth & Beyond

Skills

Design and leadership

Design direction, competitive multiplayer and strategy, live service and free-to-play, game balance and economies, UI/UX, mentoring, teams up to 13

AI for creative work

Agentic workflows and multi-agent loops, Claude Code and custom skills, prompt and model chaining across Claude, Gemini, and ChatGPT, AI-assisted asset generation

Engineering

C++, C#, Unreal Engine 5 (C++ and Blueprints, Niagara, materials), Unity (editor tools, UI Toolkit), TypeScript and Next.js, game AI, networking

Speaking and education

- Gave “Puns & Game Design” at several game conferences.
- Expert talks, mentoring, and project critiques at the Academy of Interactive Entertainment.
- B.S. Mechanical Engineering, University of Akron.