

# William Bracho Blok

## Level Designer | Technical Designer

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Location: Plano TX

### Education

**SMU Guildhall** (Fall 2017 – Spring 2019) – Master of Interactive Technology in Game Development. specialization in Level Design

**Lone Star College** (Spring 2017 – Summer 2017) – Workforce Certificate in Web Design and Web Development

**Texas A&M University** (Fall 2013 – Fall 2016) – Bachelor of Science in **Computer Science**. Minor in **Art**

### Individual Projects

#### **Hello Neighbor Mod: Grounded** – Fall 2018

- Completed a Hello Neighbor mod with custom functionality scripted in Unreal with blueprints

#### **Fallout 4 Plugin (Mod): An Emerging Plague** – Spring 2018

- Completed a standalone quest plugin for Fallout 4

#### **Unreal Tournament 4 CTF Map: Egocentric Empanadas** – Fall 2017

- Completed a multiplayer Capture The Flag (CTF) map for Unreal Tournament

#### **Killing Floor 2 Map** – Fall 2017

- Completed a survival map for Killing Floor 2 and published it on the Killing Floor 2 Steam Workshop

#### **Unity2D Project: El Platanazo!** – Spring 2017

- Completed and published a 2D arcade mobile/web based game in Unity 2D
- Role: game/level designer, programmer, and artist

#### **Classic Doom Mod** – Spring 2014

- Completed an introductory level with cutscenes for Doom using the Doom Builder editor

### Team Projects

#### **La Rana: - Fall 2018**

- Completed a casual adventure PC game in Unreal Engine 4 and published it on Steam
- Worked in a multidisciplinary team of 14 developers
- Role: Level Designer

#### **Interstellar Racing League** – Spring 2018

- Completed a PC couch cop-op racing game in Unreal Engine 4
- Worked in a multidisciplinary team of 54 developers
- Role: Track Designer

#### **Smith And Dozer** – Fall 2017

- Completed a 2D side-scroller platform mobile game in Unity 2D in a multidisciplinary team of 4 developers
- Role: level designer

#### **Lunch Rush** – Chillennium Game Jam Project - Fall 2016

- Completed a 2D side-scroller 2-player game in Unity 2D in less than 48 hours based on a given theme
- Worked in a multidisciplinary team of 4 members
- Role: game designer, 2D artist
- Award winning game: Special Recognition in Programming**

#### **Wordchain** – Spring 2016

- Developed a 2D game in Unity 2D
- Worked in a team of 4 developers
- Role: game designer, artist, programmer

### Skills

#### Level Editors/Game Engines:

- Unity Game Engine
- Unreal Engine/Editor 4
- Creation Kit
- Killing Floor 2 SDK
- Doom Builder Editor

#### Programming/Scripting:

- C#, C++
- HTML, CSS
- Lua
- Unreal Engine 4 Blueprint

#### Other Softwares:

- Adobe Photoshop
- Microsoft Office
- Google Docs
- Audacity
- Perforce
- JIRA
- 3Ds Max

#### Other Skills:

- Rapid BSP prototyping
- Sprite art and animation
- Sketching/life drawing
- Fluent Proficiency in Spanish

### Other Experience

#### **Software Development Summer Internship at ExxonMobil** – Summer 2016

- Develop a reusable and standalone software component for well schematics visualization
- written in C# and using .NET framework