William Bracho Blok

Level 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

***Unreal Tournament 4 CTF Map**: Egocentric Empanadas* – Fall 2017
- Completed a Capture The Flag (CTF) map for Unreal Tournament 4

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

Team Projects

Smith And Dozer – Fall 2017
- Completed a 2D side-scroller mobile game in Unity 2D in a multidisciplinary team of 4 members using scrum (software development framework)
- Role: level designer

Lunch Rush – Chillennium Game Jam Project - Fall 2016
- Created 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 multidisciplinary team of 4 members
- Role: Lead Designer and artist, programmer

Skills

Level Editors/Game Engines:
- Unity Game Engine
- Doom Builder Editor
- Unreal Engine/Editor 4
- Killing Floor 2 SDK

Other Softwares:
- Adobe Photoshop
- Microsoft Office and Google Docs
- Audacity

Programming:
- C#, C++,
- HTML, CSS

Other Skills:
- 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