

**William Bracho Blok**

**Level Designer | Technical Designer**

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**Location:** Plano TX

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| 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 | | Team Projects | |
| ***Hello Neighbor Mod:*** *Grounded – Fall 2018*   * Completed a Hello Neighbor mod with custom functionality scripted in *Unrea*l 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 | | ***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 developerss * 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 | | | |