**William Bracho Blok**

**Level Designer | Technical Designer**

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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** | | | |
| Professional 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 | | | |
| Individual Projects | | Team 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 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 Project: El Platanazo!***– Spring 2017   * Completed and published a 2D arcade **mobile/web** game in **Unity 2D** * **Role:** game/level designer, programmer, and artist   ***Classic Doom Mod* –** Spring 2014   * Completed an introductory level 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 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 | |