**William Bracho Blok**

**Level Designer | Technical Designer**

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| Education | | | |
| **SMU Guildhall** (August 18th 2017 – May 17th 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*** *(team size: 14)* ***-*** *Fall 2018*   * **Role:** Level Designer * Completed a casual adventure PC game in **Unreal Engine 4** and **published it on Steam** * Designed base metrics for environment design * Designed and built a level with puzzles introducing new mechanics to the player * Designed and implemented a visual link feature for puzzle conveyance   ***Interstellar Racing League*** *(team size: 54)* *– Spring 2018*   * **Role:** Racetrack Designer * Completed a PC couch cop-op racing game in **Unreal Engine 4** * Designed and built the racetrack for Fallen City   ***Smith And Dozer*** *(team size: 14)**– Fall 2017*   * **Role:** Level Designer * Completed a 2D side-scroller platform mobile game in **Unity 2D** * Designed and implemented levels 3 and 5 for the game   ***Lunch Rush******– Game Jam Project*** *(team size: 4) - Fall 2016*   * **Role:** Game Designer, 2D Artist * Completed a 2D side-scroller game in **Unity 2D** in **less than 48 hours** based on a given theme * Designed the premise and core mechanics for the game * Made 2D character and environment artwork * **Award winning game: Special Recognition in Programming** | |
| Skills | | | |
| **Level Editors/Game Engines**:   * Unity Game Engine * Unreal Engine/Editor 4 * Creation Kit * Hammer Editor * 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 | |