**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
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|  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**

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|  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

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