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

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

Team Projects

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