**~**🙙 **Skills** 🙛**~**

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| --- | --- | --- | --- |
| **Design** | **Game Editors** | **Software** | **Scripting** |
| * Combat design
 | * Unreal Development Kit
 | * Excel
 | * C#
 |
| * Game balance
 | * Daybreak Games - Proprietary
 | * JIRA / Confluence
 | * Unreal Blueprints
 |
| * Itemization and rewards
 | * Carbine Studios - Proprietary
 | * Perforce / SVN
 | * VBA Script
 |
| * Scripting
 | * Creation Kit (*Skyrim*)
 | * Photoshop
 | * Lua
 |
| * AI design
 | * Hammer (*Half-Life 2*)
 | * 3DS Max
 | * Python
 |
| * Level design
 | * G.U.T.S. (*Torchlight*)
 | * Adobe Premiere
 | * XML
 |

 **~**🙙 **Experience** 🙛**~**

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| --- | --- | --- |
| **DC Universe Online** |  **Game Designer II** | **Daybreak Games** |
| Superhero MMO | May 2016 – Present |
| * Led the Stats Revamp initiative, designing a scalable framework to balance all stat vectors in the game, including player stats, items, gems, skill points, artifacts, trinkets, consumables, pets, NPC stats, etc.
 |
| * Created a standardized ability balancing spreadsheet used by the Systems Team for all player abilities, weapon attacks, item abilities, and procs
 |
| * Updated hundreds of player class abilities, movement abilities, iconic abilities, weapon attacks, and item abilities, improving build diversity and game balance
 |
| * Updated every stat-altering item in the game, creating a unified, modular, and scalable system for managing item stats and growth
 |
| * Designed the Item Scaling and Attuned Drops systems, simplifying item creation while providing more consistent, granular, and balanced rewards to players
 |
| * Managed a multidisciplinary team to create the Artifacts system, creating an abundance of new rewards to increase player engagement, improve group synergy, and refresh old content
 |
| * Updated the Stat Clamping system to support adaptive level scaling, creating a balanced environment for cooperation between players of all levels
 |
| * Created the framework for DLC related rewards systems, increasing player engagement and monetization
 |
| * Developed a multitude of spreadsheets to improve game balance, itemization, and quality control
 |
| * Built multiple scripts to automate DLC itemization tasks, reducing implementation time by over 50%
 |
|  |
| [**Wildstar**](http://www.blake-alexander.com/wildstar.html) |  [**Game Designer**](http://www.blake-alexander.com/wildstar.html) | **Carbine Studios** |
| Sci-fi / Fantasy MMO | May 2013 – Mar. 2016 |
| * Managed half the player classes in the game, increasing build diversity and depth while improving cross-class balance
 |
| * Designed, implemented, and balanced hundreds of new options for gear customization, character progression, and item rewards
 |
| * Developed new systems and templates to cull data bloat and establish a standardized framework for future item and character growth
 |
| * Created dozens of NPC archetypes, ranging from solo base-pop creatures to custom 80-man raid bosses. This entailed creating hundreds of abilities, AI kits, and scripts, while ensuring high fidelity visual polish and gameplay balance
 |
| * Designed and implemented dozens of prefabricated “plugs” for Warplots and Housing, including Superweapons, teleportation networks, troop garrisons, mini-games, and four complete dungeons
 |
| * Maintained active communication with the player community, improving team focus on hot-button issues
 |
|  |  |  |
| [**Voodudes**](http://www.blake-alexander.com/voodudes.html) | [**Lead Level Designer**](http://www.blake-alexander.com/voodudes.html)   | **Zombears** |
| Single player third-person Action-Adventure game built in UDK | Jul. 2012 – Dec. 2012 |
| * Featured at Intel booth at GDC 2013
 |
| * Managed five other designers, establishing design standards and best practices
 |
| * Balanced all character attributes, player abilities, enemy archetypes, currency drops, and item costs
 |
| * Created multiple templates for the Design team, including boss AI, spawn groups, and level design prefabs
* Built multiple levels, including all environment art, scripting, spawns, cinematics, lighting, and boss AI
 |

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| [**Rooty Isles**](http://www.blake-alexander.com/rooty-isles.html) | [**Game Designer**](http://www.blake-alexander.com/rooty-isles.html) | **Meatbag Entertainment** |
| Multiplayer FPS/platforming CTF game built in UDK | Feb. 2012 – May 2012 |
| * Directed overall game design
 |
| * Crafted core gameplay systems, level map, and environment
 |
| * Designed and balanced all weapons and movement abilities
 |

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| [**Telesloth**](http://www.blake-alexander.com/telesloth.html) | [**Design Lead**](http://www.blake-alexander.com/telesloth.html)   | **Team Trilobyte** |
| Single player 2D side-scrolling game built in Torque X | Oct. 2011 – Dec. 2011 |
| * Earned “Best Game Overall” out of 13 Team Game Projects at the Guildhall at SMU
 |
| * Directed overall game design, managed production pipeline, and implemented all levels
 |
| * Balanced character attributes, enemies, obstacles, and difficulty progression
 |

**~🙙 Levels 🙛~**

Created more than a dozen fully documented and playable levels in eight different editors

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| --- | --- | --- | --- | --- |
| [**Jackson Square**](http://www.blake-alexander.com/jackson-square.html) | *Voodudes* |  | [**Titan**](http://www.blake-alexander.com/titan.html) | *Gears of War* |
| * Upscale district with cathedrals, apartments, and lush parks
* Scripted multi-stage boss battle
* Created dynamic environment and cinematics
 | * Jet fighter gameplay inspired by *Star Fox*
* Created modular, scalable procedural level generation system
* Balanced two difficulty modes for large scale combat
 |
|  |  |
| [**Forbidden Palace**](http://www.blake-alexander.com/forbidden-palace.html) | *Unreal Tournament 3* |  | [**Warped Citadel**](http://www.blake-alexander.com/warped-citadel.html) | *Half-Life 2* |
| * Asian temple hidden among oceanic cliffs and waterfalls
* Balanced map for a broad range of playstyles in multiplayer combat
* Focus on high mobility using jump pads and portals
 | * Free-form platforming in a high-tech research lab
* Scripted gravity manipulation and level rotation systems
* Emphasis on creative puzzle solutions and multiple paths
 |

**~**🙙 **Education** 🙛**~**

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| **The Guildhall at Southern Methodist University** | August 2011 – May 2013 |
| Master of Interactive Technology – Level Design – GPA 3.95Thesis: *Beyond the Skinner Box* – Explores replay value of challenge vs. rewards in the ARPG genre |
| **Vanderbilt University** | August 2005 – May 2009 |
| Bachelor of Arts – Economics – GPA 3.7Graduated Cum Laude, National Merit Scholar, Chancellor’s Scholar, A&S Honors Scholar |