**~**🙙 **Skills** 🙛**~**

|  |  |  |  |
| --- | --- | --- | --- |
| **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** 🙛**~**

|  |  |  |  |
| --- | --- | --- | --- |
| **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 | | | |

|  |  |  |
| --- | --- | --- |
| [**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 | | |

|  |  |  |
| --- | --- | --- |
| [**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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| [**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** 🙛**~**

|  |  |
| --- | --- |
| **The Guildhall at Southern Methodist University** | August 2011 – May 2013 |
| Master of Interactive Technology – Level Design – GPA 3.95  Thesis: *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 3.7  Graduated Cum Laude, National Merit Scholar, Chancellor’s Scholar, A&S Honors Scholar | |