



Blake Alexander

Designer
Scripter

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www.blake-alexander.com

256.457.4882

~ SKILLS ~

DESIGN

- ◆ Combat design
- ◆ Game balance
- ◆ Itemization and rewards
- ◆ Scripting
- ◆ AI design
- ◆ Level design

GAME EDITORS

- ◆ Unreal Development Kit
- ◆ Daybreak Games - Proprietary
- ◆ Carbine Studios - Proprietary
- ◆ Creation Kit (*Skyrim*)
- ◆ Hammer (*Half-Life 2*)
- ◆ G.U.T.S. (*Torchlight*)

SOFTWARE

- ◆ Excel
- ◆ JIRA / Confluence
- ◆ Perforce / SVN
- ◆ Photoshop
- ◆ 3DS Max
- ◆ Adobe Premiere

SCRIPTING

- ◆ C#
- ◆ Unreal Blueprints
- ◆ VBA Script
- ◆ Lua
- ◆ Python
- ◆ XML

~ EXPERIENCE ~

DC UNIVERSE ONLINE

Superhero MMO

GAME DESIGNER II

Daybreak Games

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

Sci-fi / Fantasy MMO

GAME DESIGNER

Carbine Studios

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



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VOODUDES

LEAD LEVEL DESIGNER

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

GAME DESIGNER

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

DESIGN LEAD

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

Voodudes

- ◆ Upscale district with cathedrals, apartments, and lush parks
- ◆ Scripted multi-stage boss battle
- ◆ Created dynamic environment and cinematics

TITAN

Gears of War

- ◆ Jet fighter gameplay inspired by *Star Fox*
- ◆ Created modular, scalable procedural level generation system
- ◆ Balanced two difficulty modes for large scale combat

FORBIDDEN PALACE

Unreal Tournament 3

- ◆ 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

WARPED CITADEL

Half-Life 2

- ◆ 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