



blake.e.alexander@gmail.com

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Designer Scripter

### Skills %~~ ~~~

### DESIGN

- Combat design
- Game balance
- Itemization and rewards
- Scripting
- Al 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*)

Unreal Blueprints

SCRIPTING

VBA Script

Excel

SOFTWARE

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

• C#

Lua

XML

### ~~ Experience 🕉~

<b>DC UNIVERSE ONLINE</b>	<b>GAME DESIGNER II</b>	Daybreak Games	
Superhero MMO		May 2016 — Present	
<ul> <li>Led the Stats Revamp initiative, designing a scalable framework to balance all stat vectors in the game,</li> </ul>			

- 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 guality control
- Built multiple scripts to automate DLC itemization tasks, reducing implementation time by over 50%

WILDSTAR	<b>GAME DESIGNER</b>	<b>Carbine Studios</b>
Sci-fi / Fantasy MMO		May 2013 – Mar. 2016
<ul> <li>Managed half the player dage</li> </ul>	ويعتقبهم والمراجع والمتعرفة و	ممصيم بمشرب ويسمعنا والتوابين والاستعام أمسم

- Managed half the player classes in the game, increasing build diversity and depth while improving crossclass 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

in the second
or the Design team, including boss AI, spawn
g all environment art, scripting, spawns, ciner

## **ROOTY ISLES**

VOODUDES

Multiplayer FPS/platforming CTF game built in UDK

Featured at Intel booth at GDC 2013

- Directed overall game design
- Crafted core gameplay systems, level map, and environment

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Designed and balanced all weapons and movement abilities

### **TELESLOTH**

Single player 2D side-scrolling game built in Torque X

- 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	/oodudes TITAN	Gears of War	
<ul> <li>Upscale district with cathedrals, apartme lush parks</li> <li>Scripted multi-stage boss battle</li> <li>Created dynamic environment and cinem</li> </ul>	<ul> <li>Created m</li> <li>generation</li> </ul>	gameplay inspired by <i>Star Fox</i> odular, scalable procedural level system wo difficulty modes for large scale combat	
FORBIDDEN PALACE Unreal Tour	nament 3 WARPED CIT	ADEL Half-Life 2	
<ul> <li>Asian temple hidden among oceanic cliff waterfalls</li> <li>Balanced map for a broad range of plays multiplayer combat</li> <li>Focus on high mobility using jump pads a</li> </ul>	<ul> <li>Scripted g</li> <li>systems</li> <li>Emphasis</li> </ul>	Emphasis on creative puzzle solutions and multiple	

Focus on high mobility using jump pads and portals.

### ~~ EDUCATION So-

### The Guildhall at Southern Methodist University

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

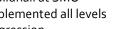
Bachelor of Arts – Economics – GPA 3.7 Graduated Cum Laude, National Merit Scholar, Chancellor's Scholar, A&S Honors Scholar

August 2005 – May 2009

August 2011 – May 2013

Team Trilobyte

Oct. 2011 – Dec. 2011



# **GAME DESIGNER**

Blake Alexander

LEAD LEVEL DESIGNER

Designer Scripter

256.457.4882

Jul. 2012 – Dec. 2012

Zombears

Meatbag Entertainment Feb. 2012 – May 2012

Managed five other designers, establishing design standards and best practices

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- Balanced all character attributes, player abilities, enemy archetypes, currency drops, and item costs Created multiple templates fo groups, and level design prefabs
- Built multiple levels, including matics, lighting, and boss AI

Single player third-person Action-Adventure game built in UDK

## **DESIGN LEAD**