



Blake Alexander

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www.blake-alexander.com

Designer  
Scripter

256.457.4882

~☞ EXPERIENCE ☞~

**FORTNITE: BATTLE ROYALE**

**SENIOR SYSTEMS DESIGNER**

**Epic Games**

Third-Person Shooter Battle Royale

Jan. 2020 – Present

- ◆ Designed and implemented dozens of high-profile gameplay features, including itemized player abilities, weapons, consumables, and gameplay systems
- ◆ Coordinated and managed strike teams of engineers, animators, artists (hard surface + character + VFX + tech art), audio designers, UI/UX designers, and QA
- ◆ Created a variety of parent blueprint and ability templates, facilitating faster development and fewer bugs
- ◆ Created a series of training sessions to onboard new designers, teaching the Gameplay Abilities System, gameplay focused vector math, and best practices in blueprint implementation
- ◆ Conducted dozens of interviews for new game designers, engineers, and animators
- ◆ Personally onboarded and mentored multiple new game designers

**FORTNITE: SAVE THE WORLD**

**SENIOR SYSTEMS DESIGNER**

**Epic Games**

Third-Person Shooter Base Defense

Feb. 2018 – Jan. 2020

- ◆ Led the Weapons team, training new designers in tools usage and best practices
- ◆ Created standardized balancing frameworks for all weapons, hero abilities, augments, and perks, facilitating tighter balance across the game and a faster development workflow
- ◆ Designed and implemented dozens of weapons, weapon mods, and new attacks
- ◆ Created tools to partially automate the weapon creation and balance pipeline, enabling the team to focus on higher quality weapon and augment creation
- ◆ Balanced weapon augment crafting and progression system

**DC UNIVERSE ONLINE**

**GAME DESIGNER II**

**Daybreak Games**

Superhero MMO

May 2016 – Feb. 2018

- ◆ 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%



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## WILDSTAR

## GAME DESIGNER

Carbine Studios

Sci-fi / Fantasy MMO

May 2013 – Mar. 2016

- ◆ Managed half the player classes in the game, improving build diversity, depth, and cross-class balance
- ◆ Created and balanced hundreds of options for gear customization, character progression, and rewards
- ◆ Developed new systems and templates to cull data bloat and standardize item and character growth
- ◆ Created dozens of NPC archetypes, ranging from solo creatures to custom 80-man raid bosses
- ◆ Implemented hundreds of abilities, AI kits, and scripts, while ensuring 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

## VOODOUES

## LEAD LEVEL DESIGNER

Zombears

Single Player Third-Person Action-Adventure

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

Feb. 2012 – May 2012

- ◆ Directed overall game design, crafting core gameplay systems, level map, and environment
- ◆ Designed and balanced all weapons and movement abilities

## TELESLOTH

## DESIGN LEAD

Team Trilobyte

Single Player 2D Endless Runner

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

## ~ SKILLS ~

### DESIGN

- ◆ Gameplay Design
- ◆ Combat / Economy Balance
- ◆ Itemization and rewards

### GAME EDITORS

- ◆ Unreal 5
- ◆ Daybreak Games: Proprietary
- ◆ Carbine Studios: Proprietary

### SOFTWARE

- ◆ Excel
- ◆ JIRA / Confluence
- ◆ Perforce / SVN

### SCRIPTING

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

## ~ 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