BLAKE CURIA

GAME DESIGNER

Email | GameDesignBC@gmail.com
LinkedIn | LinkedIn.com/in/blakecuria
Phone | 415.728.4735
Location | Sonoma, CA

Game Engines
- Core Engine (Lua)
- Unity Engine (C#)
- Unreal Engine 5 (Blueprints)

Applications
- Confluence
- GarageBand
- Google Docs
- Google Slides
- Google Sheets
- Jira
- Marmoset Toolbag 5
- Maya
- Microsoft Excel
- Microsoft Outlook
- Microsoft PowerPoint
- Microsoft Word
- Notion
- Perforce
- Photoshop
- Plastic Gluon
- Slack
- Substance Designer
- Substance Painter
- Trello
- Visual Studio
- ZBrush

Skills
- 3D Modeling
- Administration
- Animation
- Collision
- Data Entry
- Game Design
- Game Documents
- Illustration
- Logistics
- Level Blockout
- Level Design
- Narrative Design
- Management
- Playtests & Iteration
- Programming
- Prototyping
- Quality Assurance
- Quest Design
- Slide Presentations
- Storyboarding
- Spreadsheets
- Technical Art

Experience

Portfolio | www.GameDesignBC.com

Twisted Media Inc.
August 2024 - October 2026
Los Angeles, CA (Remote)

3D Environment/Set Designer

Unreal Engine 5, Maya, Substance Painter, Photoshop, Marmoset Toolbag, Slack

- Designed 27 set environments in Unreal Engine 5 for the first season of *Sloane and the Cosmic Schlep,* a 3D animated series to be released on ElectricNOW's streaming platform in 2027.
- Polished and optimized various 3D models and their textures using a PBR workflow.
- Built custom 3D models, along with modifying existing assets to align with the IP's aesthetics.

Dramatic Labs
June 2021 - March 2023
San Rafael, CA (Remote)

Game & Level Designer

Unreal Engine 4, Jira, Plastic Gluon, Maya, Google Sheets & Slides, Photoshop, Slack

- Designed 5 levels for ***Star Trek: Resurgence***, a 3rd person narrative adventure game released on Steam (PC), Epic Games Store (PC), PS4/PS5, Xbox Series X/S, and Nintendo Switch.
- Fully developed 25 environments, from the blockout stage to production-ready scenes.
- Built custom collision hulls in Maya to improve system performance across the entire game.
- Polished and optimized 2D and 3D art assets.
- Utilized Blueprints, Sequencer, and Material Editor for prototyping and communicating designs.

Education | M.A.

Academy of Art University (San Francisco, CA)

Master of Arts in Game Development | 2017 - 2019

Robert Half
September 2016 - August 2017
San Francisco, CA

Administrative Assistant

Acrobat Reader, Microsoft Office, Slack, Google Sheets, Salesforce CRM

- Worked on various temporary administrative assignments scheduled by Robert Half. Tasks ranged from operating the front desk, customer service, scheduling, managing inventory, billing, maintaining a clean and organized workspace, and stocking office supplies.
- During my 3 month assignment at PagerDuty I focused on Accounts Receivable related tasks using the Salesforce CRM integrated with PagerDuty's in-house software.
- Responsible for creating payment accounts for new clients and overseeing customer renewals.
- Utilized Google Sheets to organize and solve customer issues with billing more effectively, decreasing time dedication on those tasks by 60%.

Metromile
November 2014 - June 2016
San Francisco, CA

Fulfillment & Logistics Lead

Confluence, Jira, Slack, Google Docs, Google Sheets

- Managed a team of seven at the fulfillment center with oversight of shipping and receiving.
- My attention to detail and inquisitive nature helped resolve customer issues related to troubleshooting the linking of the company IMEI product to the appropriate customer account.
- Provided team training and timely feedback, effectively increasing production by 15%.

Education | B.F.A.

Academy of Art University (San Francisco, CA)

Bachelor of Fine Arts in 3D Animation | 2007 - 2012