BLAKE CURIA
LEVEL DESIGNER

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

Game Engines

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

Applications

- Articy:Draft
- Blender
- Confluence
- GarageBand
- Github
- Google Workspace
- JIRA
- iWork Suite
- Maya
- Marmoset Toolbag
- Microsoft Office Suite
- Notion
- Slack
- Perforce
- Photoshop
- Plastic Gluon
- PureRef
- Substance Designer
- Substance Painter
- Trello
- Twine
- Visual Studio
- ZBrush

Skills

- 3D Modeling
- Animation
- Collision Cages
- Game Design
- Game Docs
- Illustration
- Level Blockouts
- Level Design
- Level Streaming
- Narrative Design
- Playtests & Iteration
- Quality Assurance
- Quest Design
- Rapid Prototyping
- Storyboarding
- Texture Maps
- Trading Card Games
- UX/UI Design

Experience

Portfolio | www.GameDesignBC.com

Twisted Media Inc. | *Title to be announced*
Environment/Set Designer
Unreal Engine 5, Maya, Substance Painter, Photoshop, Marmoset Toolbag

August 2024 - January 2026
Los Angeles, CA (Remote)

- Designed 23 set environments for the first season of a 3D animated series (to be announced).
- Polished and optimized various 3D models and their textures.
- Built custom 3D models, along with modifying existing assets to align with the IP's aesthetics.

Dramatic Labs | *Star Trek: Resurgence*
Level Designer
Unreal Engine 4, Maya, Substance Painter, Photoshop, Marmoset Toolbag

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

- 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.
- Strategically placed level streaming volumes for smooth transitions and optimized performance.
- Utilized Blueprints, Sequencer, and Material Editor for prototyping and communicating designs.

Intro Galactic | *Trion Flux*
Game Designer
Unreal Engine 4, Maya, Google Workspace, Photoshop, Articy:Draft

April 2020 - February 2021
San Jose, CA (Remote)

- Developed a fully playable vertical slice of a sci-fi adventure deck-building game for PC.
- Designed and balanced core mechanics for the turn-based strategy portion of the game.
- Created spreadsheets to organize and balance the side quests, characters, abilities, and loot.
- Playtested daily to identify bugs, balance gameplay, and evaluate overall user experience.

Academy of Art University | *Adventure Bay*
Game Designer
Unity Engine (C#), Maya, Photoshop

June 2018 - May 2019
San Francisco, CA

- Prototyped 2 mini-games to help children with Cerebral Palsy achieve their physical therapy goals.
- Adjusted game mechanics to improve user accessibility and enjoyment after patient playtests.
- Researched and utilized professional input on exercise challenges, goals, and requirements.
- Our team was awarded a first-of-its-kind grant for the development of *Adventure Bay* from UCSF Benioff Children's Hospital, with support from the Moca Foundation.

Education

Academy of Art University (San Francisco, CA)

Master of Arts in Game Development | Graduated 2019
Focus on Level Design

Bachelor of Fine Arts in 3D Animation | Graduated 2012
Focus on Storyboarding