

BLAKE CURIA

LEVEL DESIGNER

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Game Experience

Dramatic Labs | *Star Trek: Resurgence*

June 2021 - March 2023

Level Designer

San Rafael, CA (Remote)

Unreal Engine 4

- Designed 3D levels for *Star Trek: Resurgence*, a 3rd person narrative adventure game released on the Epic Games Store (PC), PS4/PS5, and Xbox Series X/S in April 2023.
- Fully developed 5 levels, consisting of 25 environments, from the blockout stage to production-ready environments, applying feedback to make ongoing improvements.
- Collaborated with other teams to consider the aspects of game design, art direction, lighting, audio, and cinematography in level development.
- Built custom collision hulls in Maya to improve system performance.
- Polished and optimized 2D and 3D art assets using Maya, Photoshop, Marmoset Toolbag, and Substance Painter.
- Strategically placed level streaming volumes for smooth transitions during gameplay and cinematics.
- Utilized Unreal Engine's Blueprints, Sequencer, Material Editor, and Niagara as tools in my level design workflow and technical art support.

Intro Galactic | *Trion Flux*

April 2020 - February 2021

Game Designer

San Jose, CA (Remote)

Unreal Engine 4

- Collaborated with a small team to develop a single-player, sci-fi adventure game for PC.
- Designed and balanced core game mechanics, incorporating popular elements found in many RPG's and collectible trading card games.
- Created Side Quests and wrote dialogue to match tone and dialect of existing characters. Articy:Draft 3 was used to organize the narrative branches.
- Playtested each build of the game numerous times for functionality, enjoyability, and to identify bugs. All issues were reported and tracked using Trello.
- Drafted game and systems design documents and spreadsheets, utilizing software such as Photoshop, Google Sheets and Google Docs.

Academy of Art University | *Adventure Bay*

June 2018 - May 2019

Game Designer

San Francisco, CA

Unity Engine (C#)

- Designed 2 mini-game prototypes using the Unity Engine for an on-going collaborative project to help children with Cerebral Palsy achieve their daily physical therapy goals.
- Conducted multiple playtests and successfully adjusted the mechanics to improve the accessibility and enjoyment of the game. We also worked with the children's caretakers to learn about their professional input on exercise challenges, goals, and requirements.
- The Academy of Art University's Game Department 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. See more about the game at <https://sgoodale1.wixsite.com/adventurebay>

Other Experience

Robert Half *Administrative Assistant*

September 2016 - August 2017
San Francisco, CA

- Solved customer queries regarding issues with their billing as a temporary Accounts Receivable Administrator at PagerDuty.
- Setup payment accounts for new clients and renewals for reoccurring customers, using the Salesforce software integrated with PagerDuty's in-house software.
- Utilized Google Sheets to organize and solve reoccurring customer issues more effectively, decreasing time dedication on those tasks by 60%.

Metromile *Fulfillment & Logistics Lead*

November 2014 - June 2016
San Francisco, CA

- Managed the fulfillment office, including 7 team members and oversight of shipping and receiving.
- Resolved customer issues related to troubleshooting with the linking of the product to their online account.
- Provided training and timely feedback, effectively increasing production by 15%.

Education

Academy of Art University **Master of Arts in Game Development** Focus on Level Design

May 2019
San Francisco, CA

Academy of Art University **Bachelor of Fine Arts in 3D Animation** Focus on Storyboarding

December 2012
San Francisco, CA

Skills

Game Development:

- 2D Art
- 3D Modeling
- Animation
- Collision Cages
- Game Design
- Game Documentation
- Game Writing
- Illustration
- Interactive Design
- Level Blockout/Gray-Boxing
- Level Design
- Level Streaming
- Narrative Design
- Quality Assurance
- Rapid Game Prototyping
- Shaders
- Storyboarding
- Systems Design
- Texture Maps
- UV Maps
- UX/UI Design

Game Engines & Scripting:

- Beanie
- Core Engine (Lua)
- Unity Engine (C#)
- Unreal Engine 4 (Sequencer & Blueprints)

Applications:

- Apple Apps (Keynote, Numbers, and Pages)
- Articy:Draft 3
- Blender
- Github
- Google Apps (Docs, Sheets, etc.)
- Jira
- Maya
- Marmoset Toolbag 4
- Microsoft Office Suite (Excel, Outlook, PowerPoint, Word)
- Notion
- Slack
- Scrivener
- Perforce
- Photoshop
- Plastic Gluon
- PureRef
- Substance Designer
- Substance Painter
- TeamGantt
- Trello
- Visual Studio
- ZBrush