

BLAKE BARBOSA GAMA

LEVEL DESIGNER

PROJECTS

Overgrown Studios —Level Designer:

“Caesura,” an action-adventure game developed in Unreal Engine by a team of 20.

- Developed the first level from layout and whiteboxing to completion, after several iterations based on feedback.
- Developed the water theme for the first level and created action blocks that matched the theme in different ways throughout the level.
- Presented solutions for the integration of narrative elements within the constraints of all levels which helped move the design team along.
- Collaborated with various artists to ensure the assets created matched the artistic vision for my level.
- Presented action blocks and layouts to the team to refine design ideas of what was possible within scope and within the game pillars.
- Integrated the world's lore into pertinent narrative beats, impacting how the environment was envisioned and how set dressed was approached.

XCOM Inspired Project —Level Designer:

Unreal Engine project team of 4, each responsible for a level.

- Developed a top-down layout presenting level goals and player pathing to the team for evaluation.
- Created the level following the established metrics ensuring it gave the same game-feel as XCOM and felt cohesive with the other levels.
- Iterated on the level based on playtesting and team feedback until final vision was achieved.



(407) 334 -5896



blake.nox.gama@gmail.com



blakebarbosagama.com

SKILLS

- 3D Visualization
- Iterative Design
- Environmental Storytelling
- Narrative Design
- Set Dressing
- Level Design Theory
- Level Pacing
- Paper and Digital Prototyping

TOOLS

- Unreal Engine
- Unity
- Visual Scripting (Blueprint)
- Maya
- Perforce
- Jira
- Miro

EDUCATION

University of Central Florida

- Florida Interactive Entertainment Academy (FIEA)
M.S.—Interactive Entertainment—
Level Design
- College of Arts and Humanities
B.A.—*Creative Writing*—
Minor—Philosophy—