BLAKE BARBOSA GAMA

GAME DESIGNER

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PROJECTS

Overgrown Studios — Game Designer:

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

- Conceptualized and designed the first level from initial layout to completion and set dressing , undergoing iterati ve refinement based on feedback.
- Developed the thematic elements of water environment them e for the first level and created action blocks that matched the theme in different ways through the level.
- Presented solutions f or the integration of narrative elements in the constrains of all levels which helped move the design team along.
- Presented and iterated on gameplay concepts and level layouts with the team, refining ideas so they would align with scope and with the game pillars.
- Integrated the world's lore into environments storytelling elements, enriching player engagement and contributing to the immersive world -building experience.

XCOM Inspired Project — Game Designer:

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

- Developed a top -down layout presenting level goals , map size, player pathing and enemy placement 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 leve l based on playtesting and team feedback until final vision was achieved.

TTRPG Project— Game Designer:

In progress. Project coming Spring 2025

- Designing a fantastical steampunk world with its factions , politics and religions loosely based on real life events from the 1800s
- Establish ed a "box of Legos" approach to the creation of the book, allowing G Ms freedom to create their own adv entures within constrains of the setting.
- Developing game mechanics sprung from the settin g: scarcity of resources , the awe -inspiring power of technology for good and ill, and the power individuals ha ve to cause change.
- Contacted artist to discuss art for the book, and contacted a crowdfunding agency to discuss next steps for the project.

SKILLS

- Creative Conceptualization
- Iterative Design and Prototyping
- Storytelling
- Pacing
- Game Design Theory
- Critical Thinking
- Collaborative Design

TOOLS

- Unreal Engine
- Visual Scripting (Blueprint)
- Unity
- 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—