Blake M. Philley

bmphilley.com   Gameplay, Level, and Technical Designer   bmphilley@gmail.com

Work Experience

Contract Associate Technical Designer, *Beyond Light – Destiny 2*│ Bungie, September 2019 – December 2020

- Ported and rebuilt Legacy Destiny content into a new version of the engine. Also constructed necessary documentation to assist transitioning other designers into using the new tools effectively and quickly
  - The porting team comprised the first set of designers in the new proprietary engine
  - Worked on Beyond Light, 2020 Dawning Update
  - Assisted with onboarding new porting team designers into learning Bungie's proprietary technology as well as assisted other teams of designers in transitioning to the new tools
- Skilled user of Bungie's suite of proprietary tools. Mostly self-taught through debugging of new and legacy systems/tools/content
- Worked closely with leadership and cross-disciplinary teams to ensure content remained as close to the same as possible and negotiate upgrades or changes when necessary
- Cross pollinated frequently with multi-disciplinary teams and within the porting team to acquire knowledge of tools and ensure it would be documented for other users in the future
- Trusted with handling tricky and time-sensitive tasks. Assigned tasks to port missed content or tricky content over the duration of the project
  - Learned a broad scope of proprietary designer tools to handle a broad set of content types
- Maintained ownership of a wide cross-section of Destiny 2 content:
  - Pit of Heresy, portions of Shattered Throne, Lost sectors on Tangled Shore and Nessus, portions of Cryo Pod public event, High Value Target templated encounter, all patrols for Nessus, portions of Forsaken story missions on Prison of Elders, portions of Xenophage and Wish Ender exotic quests, as well as templated world combat encounters

Quality Assurance Tester, *Various Titles* │ Gearbox Software, March 2016 – July 2017

- Tested for many different internal and publishing titles, including CERT testing
  - *Borderlands 3, Bulletstorm: Full Clip Edition, We Happy Few, Homeworld: Deserts of Kharak, Battleborn (Base Game and DLC), Duke Nukem 20th Anniversary Edition*, as well as unannounced projects
- Developed the training program for new publishing testers and trained new hires to succeed quickly
- Adapted quickly to a frequently shifting set of titles and responsibilities across both development and publishing

3D Environment Art Intern, *Virtual Gemini Project* │ UTD Center for Brainhealth, January 2013 – August 2014

- Built assets and environments for a group of clinicians to use in teaching children/teenagers on the autism spectrum how to function more effectively in social situations
- Responsible for filling 2 different locations (bookstore and grocery store) as well as helping to fill the exterior space with necessary assets to build a more immersive space
  - Locations and assets were based on requests from the clinicians to fill the specific scenarios they were trying to teach patients about
- Built assets at all points of the art pipeline through hard-surface modeling and sculpting, as well as building necessary shaders for many assets (both my own assets and by request from other artists)

Team Game Projects – Graduate School, SMU Guildhall

Interstellar Racing League: Lead Game Designer, Team of 53│ *UE4 – Racing, Third Person*

- Communicated a cohesive and unified game vision between all disciplines and lead team to build their collective vision
- Developed and maintained necessary documentation and balanced car stats and design for appropriate feel
- Assisted team members in shaping direction of game through consistent, actionable feedback. Provided feedback through verbal discussion and notated data from playtests
- Negotiated gameplay redesigns as necessary with involved teams (Moment-to-moment and general race experience)
  - Managed frequent playtests with other students to acquire feedback for redesigns to ensure their success

UNWelcome: Game and Level Designer, Team of 5 │ *Unity – Tower Defense, Puzzle*

- Designed and built 4 of 6 levels for a mobile experience

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- Developed and maintained documentation for team use
  - Managed team GDD and Level Design Documentation
- Collaborated frequently with multi-disciplinary teams to solidify game vision
- Redesigned standard tower-defense gameplay to be more focused on physics-based puzzle solving to reduce stakeholder scope concerns for the project

Cyberdrome: Level, Technical, and Combat Designer, Team of 15│*UE4 – Character Action, First-Person*
- Owned, developed, and implemented enemy and combat redesign partway through project based on a series of poorly rated playtests
  - Negotiated with other disciplines and leadership to align with existing design goals and tech. The redesign was planned such that it would not require new assets or tech to avoid rapidly expanding scope
- Script level/gameplay features for use by designers based on requests
  - Interactable Objects, Level Objectives, and unique Level Mechanics
- Owned and built 1 of 3 levels
  - Designed the final level and also implemented the unique gameplay mechanic: acid filling the arena
- Created Blutility functions (tools) to expedite slow level design tasks
  - Was able to turn some tasks into requiring only an hour instead of a day or two

Skills

Software: Unreal Engine 4, Blueprint, Blutility, Lua, Perforce, JIRA, TFS, Confluence, MS Office
Soft Skills: Effective and Open Communicator, Feedback-Oriented, Level Design, Technical Design, Critical Observer
Technical Skills: Game Design, Level Design, Technical Design, Scripting, Agile Development (SCRUM), Technical Writing, Documentation, Node-based development tools, Debugging

Education

Level Design at SMU Guildhall - *Certificate of Interactive Technologies, May 2019*
University of Texas at Dallas - *Bachelors of Arts & Technology, May 2015*