

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.

Desert Town Market Project —Level Designer:

Original concept created in Unreal Engine 5, inspired by games like *Uncharted* and *Assassin's Creed*.

- Designed and refined the level layout based on real -world picture references to ensure authenticity.
- Created and revised paper layouts multiple times, improving gameplay flow and visual interest with peer feedback.
- Whiteboxed assets to enhance visual clarity and foster environmental immersion.
- Focused on stealth and parkour mechanics, allowing players to freely explore a bustling market setting.



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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—