

# Ikeem Blakley

## Game Designer & Developer

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### SKILLS

Unity, Unreal, C#, C++, Blueprint, Level Design, UX/UI, Perforce, Trello, Java, Maya, Microsoft Visual Studio, Agile, Scrum, Blockout, Rapid Prototyping, Debugging, Playtesting, Quality Assurance, Scripting, AI Development

### PROJECTS

December 2018 – April 2019

#### **Programmer/Level Designer – Capstone Project**

- Prototyping mechanics using C# and primitive shapes in Unity
- Designed levels that were cohesive and IPM (Introduce, Practice, Master) each mechanic in Unity
- Used Perforce thoroughly with team members to save project including all assets

September 2018 – September 2018

#### **Programmer/ Level Designer – NPC/Item Tool**

- Building an NPC that patrols and pursues the player independently (no Nav Meshes) using C# in Unity
- Designing a pick up that assists the NPC as well a level tailored to the NPC in Unity
- Used Trello to communicate and explain my progress through the course of this project

August 2018 – September 2018

#### **Programmer/ Level Designer – Memory Match (Diagnostic)**

- Building a memory match game without using any references or tutorials
- Scripting a system for the project using C# and level design using primitive shapes in Unity

August 2018 – August 2018

#### **Programmer/ Level Designer – Oreo Escape**

- Designed AI that reacts and pursues player when detected using blueprints in Unreal
- Prototyping mechanics using blueprints as well as using widgets to create UI in Unreal
- Used Source Control to save progress more efficiently to Perforce

July 2018 – July 2018

#### **Programmer/ Level Designer – Smash N' Dash**

- Constructed movement on the player to look at the mouse point and shoot projectiles using C# in Unity
- Building a spawning system for enemies using C# in Unity
- Used Perforce to save progress of the project
- Constructed an analog game from the digital version

February 2018 – May 2018

#### **Programmer/ Level Designer – Scraps**

- Building a proper map layout of how the level will look including items in the level using Draw.io
- Designing a level using the map layout and adding mechanics using the IPM system using C# in Unity
- Establishing a proper transition between my level and other team members' levels for a better game flow

### EXPERIENCE

September 2018 – April 2019

#### **Zaxby's – Shift Leader**

• Represent strong leadership skills and experience with the kitchen crew as well as train onboarding employees the proper guidelines to perform job positions to its highest standards

September 2015 – April 2017

#### **Zaxby's – Assistant Manager**

• Manage up to 4 employees ensuring performance in the kitchen to its highest standards, handling the inventory, money, resolving any issues that requires management, and create an environment for every customer's satisfaction

### EDUCATION

June 2017 – April 2019

Full Sail University-Winter Park, FL - Bachelor of Science in Game Design