

BLAKE MALOOF

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OBJECTIVE

To create experiences that shift a player's perspective to think about problems in new and empathetic ways. To tell unique stories through systems.

SKILLS

- Combat Systems Design
- Enemy and Boss Design
- Iterative Prototyping
- Creative Writing
- Unreal Engine
- Unity (C#)
- Photoshop
- After Effects

EXPERIENCE

TOYS FOR BOB [2011 – 2021]

CRASH BANDICOOT 4 [2018-2020]

- Gameplay Mechanics Prototyping
- Boss Design and Implementation

SPYRO REIGNITED TRILOGY [2017-2018]

- Enemy/Boss Implementation
- Combat Systems Design with Unreal

SKYLANDERS [2011-2016]

- 4 Shipped Titles
- Enemy/Combat Design
- Combat System Scripting

RIFT | SCAD SENIOR PROJECT | WINTER 2010

- Lead Designer
- SCAD Entelechy Best Digital Game Prototype
- SCAD Entelechy Best of Show

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN | 2008 – 2010

Bachelor of Fine Art | Interactive Design and Game Development

- 3D Modeling and Texturing
- Game Design Criticism and Analysis

VIRGINIA COMMONWEALTH UNIVERSITY | 2005 – 2008

Kinetic Imaging

- Traditional and Digital Art and Animation

REFERENCES AVAILABLE ON REQUEST