Quenton Blake

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PROFESSIONAL SUMMARY

Enthusiastic Game Design College Senior eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of concepts around game design and training in storytelling. Motivated to learn, grow, and excel in the video game industry.

EDUCATION

New York City College of Technology, CUNY   **Brooklyn, NY**
Bachelor of Technology, Emerging Media Technology   06/2022
Relevant Coursework:

Game Design and Media Skills Lab	Culmination Project	Mixed Reality Immersive Worlds
Media Computation Skills Lab	Game Design and Interactive Media	
Technical Production	Nonlinear Narrative	3D Animation and Modeling

SKILLS

Software: Microsoft Office, Maya, Unity, Photoshop, Audition, Blender
Languages: Python, JavaScript, Unity, Java SQL.
Other Skills: Game Prototyping

ACADEMIC PROJECTS

New York City College of Technology   **Brooklyn, NY**
Culmination Project: Battle of the Elements Senior Project   08/2021 - 12/2021
- Led a team of four people to develop a 2.5D Fighting Game for our Senior Project.
- Formulated Research into how to make a 2.5D fighting game could be made.
- Constructed a Functional Pause Menu, Main Menu, Start Game, and End Game scripts for the project.
- Made a User Interface to show the player's health.
- Formulated the game's backstory and developed up to five characters for the game.

Narrative Designer – Class Team Project   08/2021 - 12/2021
- Worked with a team of Eight people to develop a horror game.
- Studied topics on how to convey a creepy feeling through reading text with no vocal dialogue.

Unity Project: Rest - **Tech Production**   08/2021 – 12/2021
- Worked in a team of six to construct a 3D installation within Unity
- Conducted research of what the installation could look like with fellow teammates and professor to establish a theme that we want to tell within the story.
- Used 3d assets to construct a Lobby setting within Unity.

Unity Island Project – **Tech Production Project**   02/2021 - 05/2021
- Collaborated with a team of four to construct an island from scratch.
- Conducted research into an ideal island that is located within the Caribbean
- Used Unity Assets to make foliage, Trees, and Boulders to make the Island more alive and used Blender to 3d model an Island from a picture.
- Presented Island to Classmates and professors within the class.

Storywriter: Circle of Salt - **Tech Production**   08/2020 – 12/2020
- Collaborated with a team of four to create a story from scratch with a beginning and end.
- Analyzed many significant cities within America and how impactful each major city could lead to the game's ending.
- Created dialogues, characters, and location descriptions of each area within America.
- Help formulate how each location can benefit the character to lead from one place to another to achieve their end goal.

EXPERIENCE

14 Parishes Nola   **New Orleans, LA**
Kitchen Assistant   06/2017 – 08/2017
                                                                        06/2018 – 08/2018
                                                                        12/2018 – 01/2019
                                                                        04/2021 – 08/2021

- Helping the cooks with preparing and cooking the food.
- Transferring the food from the kitchen to the plating area for the waitress
- Bring supplies from the owner's car to the kitchen to be organized in the storage rooms.

EXTRACURRICULAR ACTIVITIES

New York City College of Technology   **Brooklyn, NY**
- *Member*, City Tech Esports Club   09/2017 - Present