

BLAKE MALOOF

703.517.0734 | blakemaloof@gmail.com

OBJECTIVE

To create unique, immersive experiences that challenge a player's mind and perception. To tell stories through systems.

SKILLS

- Iterative Prototyping
- Gameplay Scripting / System Design
- Graphic Design (Photoshop/ Illustrator)
- Brainstorming
- Creative writing

EXPERIENCE

SKYLANDERS | *TOYS FOR BOB* | 2011-PRESENT

- Game Designer
- Enemy/Combat Design
- Combat System Scripting

RIFT | *GROUP PROJECT* | WINTER 2010

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

POND | *JEPSON TELFAIR MUSEUM, SAVANNAH GA* | MAY 2010

- Interactive Installation
- Arduino and Processing

DISTINCT STUDIOS | *FAIRFAX, VA* | JUNE 2008 – 2009

- Flash and Actionscript
- Video Editing

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

- Art Foundation
- Traditional and Digital Animation

REFERENCES AVAILABLE ON REQUEST