

BLAKE KAMMERMANN

Game Production and Design

@ blakekammermann@gmail.com

📍 Brisbane, Australia

📄 blakeportfolio.com



EXPERIENCE

Sessional Academic (Games Educator) - Game Design and Development

Queensland University of Technology

📅 Feb 2019 – Ongoing

📍 Brisbane, QLD

I have supervised 100+ game projects and delivered content across a range of bachelor-level game design and development workshops. I liaised with industry partners for the degree and represented the School of Computer Science during high school outreach events. Listed below is a selection of the units and the content I taught in them:

- IGB180: Games history, culture, and psychology
- IGB120: Game design fundamentals
- IGB320: Gamification & serious game design
- IGB321: Immersive game level design
- IGB300 & IGB301: Final year game project
- IGB400: Portfolio creation & solo project

Unity Developer

ARC Centre of Excellence for the Digital Child

📅 Sep 2023 – Ongoing

📍 Brisbane, QLD

- Developed eye-tracking compatible programs for research
- Worked to briefs with precise experimental design criteria
- Met with clients to update progress and negotiate requirements

Unity Developer

Massive Attain

📅 Nov 2017 – Feb 2018

📍 Brisbane, QLD

- Prototyped new game mechanics and experiences for an game development education platform
- Provided design input and production estimations
- Worked within a small interdisciplinary team

PROJECTS

Arque Skies

Starburnt Studios - Producer & Level Designer

📅 1-year

- Presented weekly to project stakeholders
- Scheduled team meetings and facilitated team communication
- Managed project documentation including: Created the project backlog and updated task prioritisation, time estimations, and sprint creation. Tracked and maintained the bug list from playtesting and QA sessions
- Designed the level flow including: Tutorial, enemy encounters, NPC encounters, treasure and island placement, and scripted triggers throughout the world

MOST PROUD OF



GCAP Student Showcase

Arque Skies was chosen to be showcased at the Games Connect Asia Pacific (GCAP) 2018 during Melbourne International Games Week



First university student in my family

I graduated my Bachelors with a 6.83/7 GPA and continued on to undertake a Doctorate of Philosophy in Games

EDUCATION

Doctor of Philosophy

Queensland University of Technology

📅 Feb 2020 – Ongoing

Thesis topic: Prosocial Behaviour and Videogame Rewards

- Published peer-reviewed articles in top Q1 games journals
- Developed a custom videogame for prosocial behaviour and rewards research
- Designed and conducted 3 online experimental studies
- Used ANOVA, Regression, and Moderated Mediation statistical analysis techniques to compare groups and estimate associations between variables

Bachelor of Information Technology (Honours)

Queensland University of Technology

📅 Feb 2019 – Dec 2019

Bachelor of Games and Interactive Environments

Queensland University of Technology

📅 Feb 2016 – Dec 2018

REFEREES

Dr. Selen Turkey

📍 Queensland University of Technology

@ Details upon request

Prof. Daniel Johnson

📍 Queensland University of Technology

@ Details upon request