

Blake W. Ratliff

Game Programmer, Educator, Gamer

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Experience

Game Programming Professor (2022 – 2024)

University of Advancing Technology

Taught Unity and Unreal game development, C# and C++ programming, and design for PC and VR games. Developed new courses in game programming.

Senior Gameplay Programmer (2020 – 2022)

K20 Center, University of Oklahoma, US ED

In addition to *Gameplay Programmer* responsibilities, managed source control, scheduling, and a team of four other programmers building AWARE from start to finish.

Gameplay Programmer (2019 – 2020)

K20 Center, University of Oklahoma, US ED

Developed educational games using Unity and C#. Designed, prototyped, and implemented game mechanics. Contributed to an expanding library of in-house tools.

Lead Tutor and Ambassador (2017 – 2019)

Fire Tech Camp

Expanded Fire Tech into Scotland. Scouted venues, recruited staff and clients, marketed services locally, and led initial operation of courses. Co-authored “3D Game Development with Unity” course. Managed teams of tutors.

Tutor (2015 – 2017)

Fire Tech Camp

Taught various STEM-based classes to children and teenagers, including two international contracts.

Education

Master of Professional Practice in Games Development (2019)

Abertay University

Course Representative for duration of program.

Bachelor of Science with Honours in Computer Gaming Technology (2018)

Anglia Ruskin University

Course Representative for two years of three-year program. ARU Game Development Society Founder and President.

Skills

Technical

- C# (8 years)
- Unity (8 years)
- Source control (5 years)
- Technical documentation (5 years)
- Jira (3 years)
- C++ (1.5 years)
- Unreal (1.5 years)

Interpersonal

- Teaching (8 years part-time, 2 years full-time)
- Leadership and advocacy (6 years)
- Project and team management (1.5 years)

Projects

GPE230 – Gameplay Programming Implementation

Class at University of Advancing Technology

Sole author/developer

A 15-week undergraduate program that teaches Unreal and C++ through the creation of a stealth maze game.

“AWARE”

Game published by K20 Center and OU

Full development cycle, Senior Gameplay Programmer

“Students play as an emergency manager for a fictional region beset by deadly disasters. They build structures, manage staffing, and research new technologies.”

“Get a Life”

Game published by K20 Center and OU

Full development cycle, Gameplay Programmer

“Students are in charge as they help their character ‘get a life’ in this 10-15 minute, narrative-driven college and career awareness game.”

“Mind Your Own Budget”

Game published by K20 Center and OU

End of development cycle, Gameplay Programmer

“Students gain skill sets for lifetime money management like maintaining a budget, building a savings account, and understanding bankruptcy.”