

Blake Cejner

AAA Level Designer

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About Me

I grew up in Daytona Beach, Florida—the worldwide home of racing—where weekends meant go-karts, NASCAR, and anything with an engine. By 18 I'd earned my private pilot's license, maintained a 4.0+ GPA, and played basketball full time. I've been into games for as long as I can remember; the first one I played was MechWarrior 2 with my dad, and I've loved series like The Witcher, WoW, Forza, GTA, CSGO, and Halo ever since.

Today I'm an AAA Level Designer on Star Atlas, working with a small global team. I've designed six levels—from a vast open-world city inside the Oni CSS space station to tighter third-person arena maps—and built two racetracks from scratch. Give me concept art and I'll turn it into an optimized, playable 3D space that flows for both racing and gunplay.

Before that, I joined Cloud Imperium Games (Austin) and helped start up a new QA department, building processes that team still uses today. I was promoted to my dream role—Game Designer—moving across mission, level, and tech design. On Star Citizen I created a resource-efficient self-checkout bar and owned AI, loot, usables, and general layout work.

On the indie side, I spent five years building Nano Looper, a soccer FPS I modeled in Blender and scripted with Blueprints. I promoted the game at events around Austin with another talented developer. I've also led design on an NFT project and set up mining rigs for ETH. I'm proud to be someone who truly changed his stars. I've been designing games since 2015, I learn fast, and bring passion to my work every day.

Core Skills & Tools

- Level Design: encounter design, traversal flow, pacing, metrics, sightlines, playtest-driven iteration
- Pipelines: top-down → blockout/whitebox → greybox → production; optimization and LOD awareness
- Engines/Tech: Unreal Engine 5/4, StarEngine, Subsumption, DataForge, Cosmos
- Scripting & Tools: Blueprints, C#, Blender, Mixamo, Xcode, Jira, Confluence, Airtable, Miro, Microsoft Teams
- Modes & Content: third-person shooter arenas, explorable cities, racing tracks and events

Experience

ATMTA, Inc. (Star Atlas, Unreal Engine 5) — Level Designer | Austin, TX / Remote

- Designed and shipped content across multiple level styles: explorable hub/city (ONI CSS), third-person arena maps, and two race tracks (Exinade open-zone; Cynosure underground through caves and temples).
- Progressed levels from top-down to blockout/whitebox; ran playtests; iterated to greybox and production with exact-scale models.
- Delivered Uru (alien-temple arena above Cynosure), Gateway (surge-mode arena), and Paizul (ONI CSS-adjacent arena/explorable space) tuned for fast, arcade-style movement.

- Partnered with global Environment/Tech Art and Houdini teams across the UK, Russia, Ukraine, and Spain; aligned on goals, constraints, and references.
- Established player-feedback channels; tuned surge-mode gameplay and balance using data and community insights.

Cloud Imperium Games (Star Citizen) — Game Designer / Level Designer / Tech Designer | Austin, TX

- Helped start up a new QA department; authored documentation and Jira workflows; promoted within the first year.
- Transitioned into mission, level, and tech design; implemented functionality for in-game stores, bars, and AI using internal tools (Subsumption, DataForge, StarEngine).
- Built shop interiors from the level side and implemented inventories and interactive systems as a tech designer.
- Designed a resource-efficient self-checkout bar and developed ship-boarding event missions with corresponding spaces.
- Delivered high-quality work on time; emphasized realism, readability, and performance.

Trinity NFT Game — Lead Developer | Austin, TX

- Led gameplay development for a startup with teammates in Germany, Taiwan, and Los Angeles.
- Demonstrated hands-on leadership and rapid prototyping across features and modes.

Wavy Software / Crystal River Studios — Software Developer & Indie Projects | Ormond Beach, FL

- Founded and operated a small studio; shipped indie prototypes and web projects; collaborated directly with clients.

Maserati of Daytona — Sales Associate | Daytona Beach, FL

- Met sales targets and deadlines in a fast-paced environment while pursuing coursework in game design, cybersecurity, and C#.

Law Office of Vaughan & Associates — IT Contractor | Ormond Beach, FL

- Delivered on-call IT support and computer services on an independent, contract basis.

Lira Motorsport — Pro Late Model Driver | New Smyrna Beach, FL

- Competed consistently with multiple top-five finishes; trained under Mike Skinner's team.

Ocean Deck — Valet (First Job) | Daytona Beach, FL

- Excelled in a high-volume, high-pace environment; developed strong customer-service habits early.

Projects

Nano Looper — Indie Game (Unreal Engine)

Fast-paced soccer-FPS hybrid (2v2). Modeled characters, maps, ball, and weapons in Blender; implemented gameplay in Blueprints; used Mixamo for animations. Promoted at multiple Austin events; hundreds of players tested the game.

WIV — Water, Ice, Vapor (Atmospheric Water Generator)

Invented and prototyped a bottle that condenses moisture from air into drinkable water. Navigated investor discussions and used the project as a capstone collaboration; ultimately pivoted to focus on game-design career growth.

Bump — iOS Contact-Sharing Prototype

Co-developed an iOS app concept using the iPhone's NFC to share pre-configured contact details via phone-to-phone tap. Built front-end UI with Xcode/Swift; explored UX and technical limitations.

Education

Daytona State College — B.A.S., Management & Supervision (Magna Cum Laude); Minor in Computer Science / Video Games — Aug 9, 2018

Embry-Riddle Aeronautical University — Aeronautical Science coursework (aerospace and flying)

Seabreeze High School — Graduated with Honors (GPA 4.1)

Achievements & Licenses

- NASCAR-sanctioned driver; lifelong racing background (Daytona Beach).
- Private Pilot License with 93 hours of flight time.
- Inventor/Founder of WIV; collaborated with investors on a solar-powered atmospheric water bottle concept.
- Developed apps in Xcode/Swift; wrote finance software in C# as a student.
- Hands-on with Ethereum mining; avid iRacing participant.
- Business development: planning, budgets, and partnerships for small ventures.

Languages

English; Spanish