

Racheal Klink

Personal Statement

I am a level designer looking to expand on my experiences and bring my skills to life within the game development industry.

Experience

SNP Studios Co-Founder and Level Designer (2025 – Current)

Working on an unannounced project as the lead level designer. Helping with UI design and game design elements. Working closely with the team's program side to ensure stability of the project and working core mechanics. Working closely with the team's 3D modeler to get assets in game.

Block Tackle Games (Gambit Games) Interned for six months in 2024

Worked with the art team on the mobile game He-Man MOTU Battle for Eternia. Mostly assisted in getting flat colors added to art pieces for the cards that were used in game. Did 3D model a couple of assets that were not used in the end product.

Academy of Art University Work-Study Administrative Assistant (2022 – 2025)

Assisted with emails, answering student concerns and questions, helped to set up meetings between students and instructors. Assisted in the setting up of the Spring Show each year. Helped with email reminders to instructors for deadlines for grades, assisted in the creation of flyers and posters for university events and talks with industry professionals.

Projects

Bewitching Brew Game Jam submission to the 2024 Game Jam hosted at Academy of Art University.

Brushed Aside Game Jam submission to the 2023 Game Jam hosted at Academy of Art University.

Askaria: The Decay Game Jam submission to the 2022 Game Jam on Itch.io hosted by Nick Komodo and Studio Blue.

Education

General Education Evergreen Valley community college with a focus on writing and English studies (Sep. 2009 – June 2014)

Workshop New York Film Academy studied Animation and VFX and Screenplay Story and Structure (Feb. 2021 – June 2021)

BFA Game Design/3D Modeling Academy of art University (June 2022 – Current)

Design Skills

Level Design Unreal Engine, Blueprints, Documentation

Narrative Design Character Creation, World Building

3D Modeling Maya 2023, Blender

Interpersonal Team Oriented, Great Communication, Flexible, Quick Learner