

CHARLIE CARUCCI

LEVEL & SYSTEMS DESIGNER

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WHERE I'VE WORKED

ASSOCIATE DESIGNER - INSOMNIAC GAMES

June 2018 - Present || Burbank, CA

- Helped with bug fixing to ship Spider-Man PS4
- Managed open-world/side content for Spider-Man PS4's DLC series, "The City That Never Sleeps"
- Prototyped and delivered new gameplay mechanics
- Worked closely with the UX and QA teams to produce balanced content

DESIGN INTERN - INSOMNIAC GAMES

May 2017 - Aug 2017 || Burbank, CA

- Worked on Spider-Man PS4 using Insomniac's custom engine
- Responsible for level design and gameplay scripting of select side quest areas
- Prototyped open world gameplay events
- Assisted with the design of other game systems

WHERE I STUDIED

GAME DESIGN MAJOR (BS) - CHAMPLAIN COLLEGE

2014 - 2018 || Burlington, VT

- 4-year Game Design program
- Completed several solo and team-based game development projects & prototypes
- Significant experience with game production & design process
- Relevant courses: *Senior Production Capstone, Game Narrative Advanced Seminar, Level Design I & II, Game Systems Design*

WHAT I'VE WORKED ON

MARVEL'S SPIDER-MAN: THE CITY THAT NEVER SLEEPS

Associate Designer || Proprietary Engine

- **August 2018 - December 2018**
- Developed all open world content for 'The Heist' DLC
- Iterated on the Walter Hardy collectibles for 'The Heist' DLC
- Designed and implemented all Screwball Challenges in the CTNS Series

MARVEL'S SPIDER-MAN

Associate Designer || Proprietary Engine

- **May 2017 - August 2017, June 2018 - August 2018**
- Blocked-out all Demon Warehouses (open-world content)
- Assisted with the design and implementation of crimes (random events)
- Helped fix bugs and complete tasks to ship the game

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Lead Designer & Product Owner

- **Aug 2017 - Apr 2018 || Unity3D**
- Networked multiplayer first-person arena shooter with dynamic weapon building system
- Responsible for weapon part implementation and balancing
- Designed part acquisition systems, tested different player interaction methods, created UI/HUD