

CHARLIE CARUCCI

LEVEL & SYSTEMS DESIGNER

Phone: 203-585-4383

Email: charlie.carucci@gmail.com

Portfolio: charliecarucci.com

WHERE I'VE WORKED

DESIGNER - INSOMNIAC GAMES

May 2020 - Present || Burbank, CA

- Designed golden path and open-world content for Miles Morales PS5/PS4
- Worked with team to create new open-world systems
- Collaborated with narrative dept to deliver gameplay with an engaging story
- Scripted important gameplay tutorials

ASSOCIATE DESIGNER - INSOMNIAC GAMES

June 2018 - May 2020 || 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

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: MILES MORALES

Designer || Proprietary Engine

- **January 2019 - November 2020**
- Developed 2 golden path missions and 5 side quests
- Created a holographic training system to be used in open-world challenges
- Worked closely with narrative department to weave important story moments and gameplay together

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

Associate Designer || Proprietary Engine

- **August 2018 - December 2018**
- Developed 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