

CHARLIE CARUCCI

NARRATIVE & LEVEL DESIGNER

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WHERE I'VE WORKED

NARRATIVE SYSTEMS DESIGNER - INSOMNIAC GAMES

May 2021 - Present || Burbank, CA

- Built narrative delivery systems for Spider-Man 2
- Improved overall quality of in-game dialog and digital actors
- Managed our Emergent Dialog system for pedestrians, enemies, and hero characters
- Standardized dialog scripting process for mission design teams

DESIGNER - INSOMNIAC GAMES

June 2018 - May 2021 || Burbank, CA

- Managed open-world content for Spider-Man PS4 and its DLC series, "The City That Never Sleeps"
- Designed golden path and open-world content for Miles Morales PS5/PS4
- Collaborated with narrative dept to deliver gameplay with an engaging story
- Scripted important gameplay tutorials

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