Carter Piccillo
Level Designer

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Level Design Portfolio: tinyurl.com/cypiccilloLevel

Education

University of Southern California [Los Angeles, CA]   **May 2020**

Interactive Media and Game Design (B.A.)
Game Animation (Minor)

Skills and Abilities

Software

- Unity3D
- Unreal Engine 4
- C#
- Perforce/Sourcetree
- Autodesk Maya
- Substance Painter
- Adobe Photoshop
- Zbrush

Skills

- Level Design
- Combat/Core Loop Design
- Mission Design
- Gameplay Prototyping/Scripting
- 3D Pipeline (Modeling, Rigging, Texturing)

Experience

Neon White

Senior Level Designer   July 2021 – April 2022
Angel Matrix, Annapurna | Movement FPS Speedrunner | Unity/C#

- Responsible for 85/97 Main Story Levels (mission 1-10)
- Built 48 levels from Concept to Shipped Level
- Reworked 31 levels built by other designers
- Assisted with Enemy Design (bubble, mimic, shocker)
- Reworked Level & Mission Structure w/ Game Director for Smooth Learning Curve & Pacing
- Designed 2nd Bossfight (temple)
- Redesigned 1st Bossfight (clocktower)

Level Designer & 3D Artist   June 2020 – July 2021
Angel Matrix, Annapurna | Movement FPS Speedrunner | Unity/C#

- Designed levels for Specific Mechanics, Interactions, Storytelling, and Pacing
- Iterated and refined existing Level Blockouts
- Modeled and textured Environment Assets
- Arted Greyboxed Levels with Kitbashed Environment Assets

The Witch List – Lead Designer & 3D Artist (USC Project)   June – 2019 – May 2020
USC Advanced Game Project | Multiplayer Drawing-based Mobile Card Game | Unity/C#

- Designed & Balanced Core Combat Loop
- Created & Balanced All Spell Card Effects (10)
- Modeled Player Character & Environmental Assets
- Collaborated with 5 Engineers/Designers to Delegate and Oversee Tasks & Production
- Documented & Iterated on Design Tools

UndAR the Sea – 3D Generalist (Internship)   May 2019 – August 2019
USC Advanced Game Project | Movement-based Mobile AR Game | Unity/C#

- Created 3D Environment, Cosmetic, UI Assets (~50)
- Responsible for Modeling, UVing, Texturing, Rigging (Maya, Substance Painter)
- Assisted with Menu, Tutorial, In-Game UI Design
- Optimized other 3D Artist's Assets for Game Use

BattlePrime (Prototype) – Designer + Programmer (Internship)   May 2018 – August 2018
GenDev Collaborative | Multiplayer Coop VR Shooter | Unity/C#

- Programmed Core Game Loop & Multiplayer Framework (C#/UNet)
- Designed + Implemented 4 Networked Abilities
- Implemented + Utilized Company-bought Assets
- Prepared Assets for In-Game use (reducing polycount, rigging, etc)