

Will Carattini

Level Designer

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Summary

Level Designer with hands-on experience across five studio projects (two shipped, one near release) for PC and mobile. Proficient in Unreal and Unity, with strengths in lighting, composition, and building immersive, gameplay-driven environments. Highly collaborative, remote-ready, and passionate about storytelling through world design.

Published Work

- *Wicked Arcana* (Demo | Steam | 2024)
- *MechaChain* (Mobile | 2023)

Experience

Novus Studio

Remote

Level Designer - Hallowmere (PC | Unreal Engine 5)

Nov. 2023 – Present

Level Designer - Wicked Arcana (PC | Unreal Engine 5) | Demo released on Steam

Nov. 2023 – Jun. 2024

- Designed narrative environments using composition, prop placement, and player pathing.
- Scripted interactive elements that responded to player input and added environmental depth. Built lighting to establish tone and guide focus, iterating with the team for polish.
- Mentored junior designers, giving feedback on layout and visual design.

Small Indie Company

Remote

Level Designer - We The People (PC | Unreal Engine 5) | EA Steam release incoming

Dec. 2024 – Oct. 2025

- Blocked out POIs in large open-world maps, balancing gameplay flow with visual composition.
- Scripted level art tools to improve placement efficiency and team workflow.
- Built dynamic lighting for horror scenarios using Ultra Dynamic Sky and weather triggers.
- Mentored junior designers and artists, assigning tasks and providing feedback to improve quality.

Kevuru Games

Remote

Level Designer - MechaChain (Mobile | Unity) | Released on mobile platforms

Aug. 2022 – Feb. 2023

- Created and maintained LDDs to align design, art, and engineering workflows.
- Optimized maps for mobile by reducing poly count by 40%, creating LODs, and adjusting culling.
- Worked with artists to ensure modular assets supported gameplay and visuals.

Level Designer - SteamDwarfs (PC | Unreal Engine 4)

Jul. 2022 – Aug. 2022

- Blocked out the introductory area and splash screen, using composition and prop placement to establish early game tone.
- Scripted blueprint animations to enrich player immersion and reinforce thematic elements.
- Consolidated art references and style guides into a unified LDD, aligning level layout with visual direction.

Pangolla Inc.

Remote

Level Designer - Andromeda (PC | Unreal Engine 5)

Mar. 2022 – May 2022

- Designed, prototyped, and play-tested game maps to enhance player experience, incorporating key mechanics.
- Used real-time lighting to influence player behavior, encouraging stealth in darkened areas lit only by emergency lights.

Education

University of Central Florida

Aug. 2018 – May 2022

Bachelor of Science in Digital Media: Game Design

Skills

Software & Tools: Jira, Confluence, Trello, MS Office, G Workspace, Blender, Photoshop, Audacity, Visual Studio, DaVinci Resolve

Hard Skills: Level Design, Lighting Design, Environmental Storytelling, Spatial Composition, Gameplay Flow, Visual Language

Programming Languages: C#, Unreal Visual Blueprints

Game Engines: Unreal Engine, Unity Engine

Revision Control: Perforce, GitHub, Unity Version Control

Collaboration Tools: Slack, Discord