

LARRY CHARLES JR @gmail.com

LEAD DESIGNER

Lead Level Designer

Striking Distance Studios
The Callisto Protocol
August 2019 : Present

- Level design, block-out, scripting and finalization.
- Design documentation for levels, and mechanics.
- Training, tutorial creation for processes and standards.
- Career development for design team.

Lead Designer

Pound Sand
Unannounced Title
August 2017 : May 2019

- Developed the entire game design from an inherited pitch.
- Enabling ownership in co-workers while maintaining vision.
- Designing gameplay, mechanics and systems for our project.
- Leading 17 in house and 11 remote coworkers on our team.

Sr. Level Designer

Section Studios
Rival : Crimson x Chaos
February 2016 : August 2017

- Lead single player design team.
- Restructured SP content design pipeline.
- Principal designer for multiplayer mode.
- Economy balancing & monetization strategist.

Level Designer

Obsidian Entertainment
Armored Warfare
July 2015 : February 2016

- Inherited 4 multiplayer maps to support.
- Bug fixing, map polish.
- Principal designer for an all new game mode.

Level Designer

Sledgehammer Games
Call of Duty : Advanced Warfare
February 2013 : July 2015

- Principal designer on single player "Aftermath".
- Principal designer on multi player "Parliament".
- Assistant designer on single player "Armada"
- Designer of the "Skylight" score streak.

Level Designer

Spark Unlimited
Lost Planet 3
July 2011 : January 2013

- Principal designer on single player "Kovac's Lab".
- Studio expert on quest system tools.
- Inherited, balanced and polished a boss fight.
- Implemented world fill combat in over 20 areas.

Level Designer

Killspace Entertainment
Yar's Revenge
January 2010 : February 2011

- Principal designer on "Yar's Villiage B".
- Scripted the game's tutorial in LUA.
- Balancing & Bug fixing for 3 other levels.

Art Institute of California - Orange County

Bachelors of Science - Game Art & Design
2005 : 2007

Software

Unreal 4, 3, 2.0
Unity
Radiant
Gamebryo Lightspeed
Adobe Photoshop
Autodesk Maya
Microsoft Excel