

Luc Carbon

Narrative Designer

 in/luccarbon

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Education

Bachelor of Arts in Game Design
DigiPen Institute of Technology
Graduating Summer 2024

Skills

- Narrative Design
- Dialogue Writing
- Screenplay
- Choice Design
- UI/UX Design
- Wireframing
- Prototyping
- Playtesting
- Game Feel
- User-Centric Design

Tools

- Unity3D
- C#
- Final Draft
- Articy:Draft
- Twine
- Photoshop
- Maya
- Figma
- Miro
- Trello
- Github
- Subversion
- Microsoft Office

Work Experience

Teaching Assistant, Jan. 2024 - Present
DigiPen Institute of Technology

- Assisted the instructor of DES 260 - User Experience Design I.
- Tasks include grading and feedback on student projects in Miro and Figma.

Open World Instructor, Dec. 2022 - Present
DigiPen Institute of Technology

- Teaching 3-hour workshops and 5-day summer camps to children ages 5-13.
- Topics include game design and STEM concepts, through hands-on activities.

Student Projects

Narrative Designer, Sep. 2022 - Dec. 2023
Wild Wild Wetlands (3D Platformer)

- Collaborated with a team of 19 students using the Unity engine.
- Developed and integrated a narrative arc into gameplay, including over 100 lines of dialogue for 15 total characters.
- Conducted over a dozen playtests to evaluate narrative and level clarity.

Game Designer, Sep. 2021 - Apr. 2022
Rekindled Flame (2D Platformer)

- Collaborated with a team of 11 students using a custom engine.
- Prototyped gameplay in Unity.
- Conducted over 30 playtests to evaluate engagement and level clarity.
- Wireframed and iterated UI for gameplay and menus.