





Luc Carbon

Narrative Designer

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 luccarbon.net

 in/luccarbon

Skills

- Quest Design
- Choice Design
- Dialogue
- Playtesting
- Screenplay
- Prototyping
- UI/UX Design
- Wireframing

Tools

- Unity3D
- C#
- Final Draft
- Articy:Draft
- Excel
- Figma

Education

B.A. in Game Design Aug. 2024
DigiPen Institute of Technology

- Concentration in Narrative Design and UI/UX Design.

Academic Projects

Narrative Designer
Hawk Moth

Jan. 2024 - Apr. 2024
Rail Shooter, Team of 5

- Developed a short narrative arc for gameplay centered on binary moral choices, leading to 3 possible endings.
- Created 4 characters with unique voices, accounting for a protagonist and an 'advocate' for each narrative path.
- Authored and implemented 75 lines of dialogue in Unity3D.

Narrative Designer
Wild Wild Wetlands

Sep. 2022 - Dec. 2023
3D Platformer, Team of 19

- Wireframed and implemented dialogue UI in Unity3D, collaborating with the art team to ensure readability.
- Evaluated narrative and level clarity in 15+ playtests, using data to improve dialogue systems and player guidance.
- Developed a story arc for gameplay, including 100+ lines of dialogue for 15 characters in Excel that direct the player.
- Modified C# dialogue system to add new triggers, allowing NPC dialogue to be more dynamic during gameplay.

Designer and Writer
Powerless

Jan. 2023 - Apr. 2023
Screenplay and Quest, Solo Project

- Documented 3 characters for a hypothetical superhero action game, communicating distinct voices and in-game roles.
- Authored a dialogue-focused cutscene in Final Draft to introduce a protagonist and gameplay goals.
- Developed a branching quest with 4 possible endings, allowing a player to have a lasting impact on an NPC.
- Drafted 80+ lines of quest dialogue and structured them in Articy:Draft for implementation within a game engine.

Professional Experience

Open World Instructor
DigiPen Institute of Technology

Dec. 2022 - Jun. 2024

- Taught game design topics to students ages 5-13, including Minecraft modding and tabletop RPG worldbuilding.
- Instructed 7 one-week summer camp sessions.
- Conveyed class progress to parents in daily emails.
- Conducted monthly 3-hour workshops in the offseason.