

TYLER CHIOCCHIO

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Shipped Games:

• Marvel's Spiderman 2	Insomniac	Designer
• Marvel's Spiderman	Insomniac	Designer
• Edge of Nowhere	Insomniac	Designer
• Sunset Overdrive	Insomniac	Designer
• Defiance	Trion	Sr. Level Designer
• LEGO Universe	NetDevil	Lead Level Designer
• Tony Hawk Ride	Robomodo	Sr. Level Designer
• Saboteur	Pandemic	Mission/Lead Clamber Designer
• Tony Hawk's Proving Ground	Neversoft	Game Type/Level Designer
• Tony Hawk's Project 8	Neversoft	Level Designer
• Tony Hawk's American Wasteland	Neversoft	Mission/Level Designer
• Tom Clancy's Ghost Recon 2	Red Storm	QA

Project Breakdowns:

Tencent - Lightspeed LA: Senior Designer (2021 - Present)

Last Sentinel

- Open World layout
- Lead of Road Tool development
- PCG scripting for content and tools
- Blueprint scripting for content and tools

Insomniac Games: Designer (2013 - 2021)

Marvel's Spiderman 2

- Designed Brooklyn and Queens
- Mission scripting and prototypes

Marvel's Spiderman

- Designed north half of New York city
- All Research Station missions from pitch to script to ship
- Pitched and built Landmark Photo Mode

Edge of Nowhere - Oculus

- VR camera design to minimize nausea
- Developed the Ice Climbing system
- Created various level layouts

Sunset Overdrive

- Designed half of open world
- Traversal challenges

Trion: Senior Level Designer (2011 - 2013)

Defiance

- Produced and Designed the 2011 E3 and GamesCon Demo of the game

- Oversaw Art on development of buildings and structures to guarantee design intention and technical requirements (player mechanics and AI pathing) are met
- Various level layout and encounter design work
- Designed all open world races

NetDevil: Lead Level Designer (2009 - 2011)

LEGO Universe

- Managed a team of Designers, making sure to hit our target dates with the highest quality in the time allotted
- Helping rework level development process to allow for better Design preservation
- Documenting and organizing ideas throughout the project to guide the overall Design of the game
- Helped develop and constantly coordinate with the Tools Team
- Developed and maintained a Level Design schedule (Scrum/Rally)

Robomodo: Sr. Level Designer (2008 - 2009)

Tony Hawk Ride

- Designed four levels
- Developed a new game type with programmers to create the 2X Half Pipe Challenge
- Oversaw and guided the layouts of the other Level Designers

Pandemic: Lead Clamber Designer/Mission Designer (2007 - 2008)

Saboteur

- Coordinated the Sr. Mechanics Programmer and Lead Environment Artist, and guided Environment Art Team for layout of the city
- Leading the level layout, populated 5km² of playable space with Environment Art Team
- Focused on Mission Development utilizing existing mechanics (chosen for the E3 Demo)

Neversoft: Level Designer (2004 - 2007)

Tony Hawk's Proving Ground

- Level Design of the Air and Space Museum
- Invented a new game type called "Hawkman", which was implemented into all the levels.

Tony Hawk's Project 8

- Level and mission Design of the Factory and Main Street

Tony Hawk's American Wasteland

- Updated an old design of an Oil Rig area.
- Scripted all missions, wrote all dialogue, and game play events for the Oil Rig.

Redstorm: QA Tester (2002 - 2003)

Tom Clancy's Ghost Recon 2

- Advisement of enemy placement, ammo areas, and difficulty levels
- Bug writing and regression