

# CAMPERRY

NARRATIVE DESIGNER AND WRITER

## SKILLS & TOOLS

- C# | Visual Scripting
- Prototyping
- Wire Framing
- Story-Boarding
- Script Writing
- Unity 2D/ 3D
- RPG Maker
- Twine | Ink
- Naninovel
- GitHub | SVN
- JIRA | Trello

## AWARDS AND SPEAKING

- Unidos Online Game Jam Finalist 2020 | **Tamales Con Familia**
- GDOC Narrative Talk 2022 | **Mental Illness and Horror Games: Avoiding Stigma and Stereotype**
- LudoNarraCon 2023 | **Forming Meaningful Relationships in Games**

## EDUCATION

Northeastern University | 2017 – 2021  
BS in Computer Science & Game Development

## CONTACT

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## WORK EXPERIENCE

### GAME DESIGNER

SCHELL GAMES, JUNE 2021 - PRESENT

- Designed and implemented puzzles for **IEYTD 3**
- Wrote first draft dialogue and collaborated with writer for **IEYTD 3**
- Managed large volumes of dialogue and text to prepare **IEYTD** for localization
- Prototyped 1:1 versions of 2D **Among Us** mini-games in VR within a week time frame

### LEAD PROGRAMMER

VERITABLE JOY, APRIL 2021- PRESENT

- Implemented and edited narrative scripts for **Validate**
- Lead and delegated tasks for a team of eight programmers
- Collaborated with artists, writers and porting team to keep programming on schedule

### GAME ENGINEER

CODE COVEN, JUNE 2020 - AUG. 2020

- Collaborated with a small team to develop the rhythm RPG, **Work Sucks**
- Created dialogue system and tool for writers to use
- Developed a rhythm system using Unity

## PROJECTS

### OUT OF CTRL

NARRATIVE DESIGN AND WRITING

- An interactive, copy and paste horror game
- Wrote all dialogue and text
- Designed dialogue in a way that responses to the player made sense, without analyzing player responses
- Voted **#19 in originality** and **#251 overall out of 5,310 entries** for the GMTK Game Jam 2020

### THE MALL

ENVIRONMENT DESIGN AND WRITING

- A "weird" game about being lost in a liminal mall
- Lead a team of artists and designers
- Wrote voice lines for mall announcements
- Created mood boards for composers and artists
- Created store layouts and implemented assets in Unity 3D