CAM PERRY

NARRATIVE DESIGNER AND WRITER

SKILLS & TOOLS

- C# | JavaScript
- HTML / CSS
- Prototyping
- Wire Framing
- Story-Boarding
- RPG Maker
- Script Writing
- Unity 2D/ 3D
- Twine | Ink
- Naninovel
- GitHub | SVN
- MS Office
- Adobe Suites
- JIRA | Trello

AWARDS AND SPEAKING

- Unidos Online Game Jam Finalist 2020 | *Tamales Con Familia*
- Modern Magicks Design Talk 2020 | **Forming Meaningful Relationships in Games**
- GDOC Design Talk 2021 | **Bad Media Has Better Ideas**
- GDC Talk 2022 | **What [BLANK] Taught Me about Game Dev**
- GDOC Narrative Talk 2022 | **Mental Illness and Horror Games: Avoiding Stigma and Stereotype**

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

- Managed large volumes of content to prepare ***IEYTD*** for localization
- Prototyped 1:1 versions of 2D mini-games in VR within a week time frame
- Design and implemented puzzle on an unannounced project
- Write first draft script and collaborated with writer on edits for unannounced project

LEAD PROGRAMMER
VERITABLE JOY, APRIL 2021- PRESENT

- Implement and edit narrative scripts for the visual novel ***Validate***
- Lead and delegate tasks for a team of eight programmers
- Collaborate 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

DATE N' DASH
NARRATIVE DESIGN AND WRITING

- A visual novel about a fire-fighter unknowingly stuck in a time loop
- Wrote and designed for a semi-linear, branching narrative
- Collaborated with another writer on narrative design and writing

THEMALL
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