

Cameron Perry

Narrative Designer and Writer

Availability: May – August 2020

Currently a student at Northeastern University studying computer science and game development. Seeking to gain experience in a professional environment to further my skills in game writing and design.



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camperrygames.com



(732) 485-9918

Experience

Disruptor Beam – Engineering Intern

May – August 2019

- Worked both server side and client side on two unannounced mobile games
- Collaborated with other disciplines to find a practical way to implement new features
- Used a ticket-based system to distribute daily tasks

Absolute Unit – Programming, Design, and Writing

April 2019

- Designed and programmed a short RPG Maker adventure game in a small team of four
- Developed game to completion in under 48 hours
- Worked heavily with artist and composers to ensure our game fulfilled our vision

Alice ecliA – Programming, Design, Writing and Art

January – April 2019

- Developed a 2D puzzle-platformer that uses mirrors to manipulate the player's movements.
- Performed multiple roles in order to finish the game
- Published on Itch.io and shown at multiple game showcases, including Playcrafting Boston

Skills

Scripting



Story-Boarding



Prototyping



Wire Framing



Narrative Design



Photoshop



JIRA



MS Office



Game Writing



Participated in: Global Game Jam (2018, 2019) | SIP Game Jam 2019 | Brackey's Community Jam 2019 | ADL National Game Jam (2018)

Education

Northeastern University, Boston, MA

September 2017 – April 2021

Computer Science and Game Development BS

GPA: 3.26/4.0

Related Courses:

Game Programming | Narrative for Games | Math for Games | Game Concept and Development | Object-Oriented Design | Human Computer Interaction | Technology and Human Values | Programming in C++

Northeastern University's Game Development Club, Secretary

Fall 2019 - 2020

Interests: Acrylic and Watercolor Painting | Fiction Writing | Baking | Psychology | Webtoons