

Cameron Perry

Programmer and Narrative Designer

Availability: May – August 2020



camperrygames@gmail.com



camperrygames.com



(732) 485-9918

Experience

Paidia Studios – Web Developer

November 2019 – Present

- Worked with React and JavaScript to build an interactive experience
- Collaborated with designers to find the best way to display and implement puzzles
- Submitted to multiple integrative and social justice themed events

Disruptor Beam – Engineering Intern

May – August 2019

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

Alice ecliA – Programming and Design

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

Languages: C# | C++ | Java | C | HTML | CSS | React | Ruby | JavaScript | Python | Racket | Assembly

Software: Unity | Perforce | Git | Adobe Suites | Unreal | Virtual Box | Blender | RPGMaker VX Ace | RenPy

Organized: Co-Hosted Global Game Jam 2020 | Co-Hosted Black Game Developers Game Jam | Northeastern GDoC Scholarship

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: 3.32/4.0

Related Courses: Programming in C++ | Game Programming | Object-Oriented Design | Narrative for Games | Human Computer Interaction | Horror Fiction | Technology and Human Values | Computer Graphics | Building Game Engines | Fundamentals of Software Engineering

Northeastern University's Game Development Club, Secretary (2019-2020) President (2020-2021)

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