

cmrnprry@gmail.com

Cameron Perry

Programmer and Narrative Designer

Availability: May - August 2020



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 and Design

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, Art and Animation

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

Game Design: Narrative Design | Game Writing | Animation

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

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

Systems: Windows 8/10 | Linux Xubuntu 18.04 | macOS

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

National Game Jam (2018)

Education

Related Courses:

Northeastern University, Boston, MA

September 2017 - April 2021

Computer Science and Game Development BS

Programming in C++ | Game Programming | Object-Oriented Design | Narrative for Games |

Game Concept and Development | Human Computer Interaction | Technology and Human

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Values

Northeastern University's Game Development Club, Secretary

2019 - 2020

GPA: 3.26/4.0

Interests: Acrylic and Watercolor Painting | Fiction Writing | Baking | 2D Art