

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

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 – Design, Writing, and Programming

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	<div><div></div><div></div><div></div><div></div><div></div></div>	Story-Boarding	<div><div></div><div></div><div></div><div></div><div></div></div>	Prototyping	<div><div></div><div></div><div></div><div></div><div></div></div>
Wire Framing	<div><div></div><div></div><div></div><div></div><div></div></div>	Narrative Design	<div><div></div><div></div><div></div><div></div><div></div></div>	Adobe Suites	<div><div></div><div></div><div></div><div></div><div></div></div>
JIRA	<div><div></div><div></div><div></div><div></div><div></div></div>	MS Office	<div><div></div><div></div><div></div><div></div><div></div></div>	Game Writing	<div><div></div><div></div><div></div><div></div><div></div></div>

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

Education

Northeastern University, Boston, MA

September 2017 – April 2021

Computer Science and Game Development BS

GPA: 3.28/4.0

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

Northeastern University's Game Development Club, Secretary

Fall 2019 - 2020

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