

CAM PERRY

NARRATIVE DESIGNER AND WRITER

PERSONAL SUMMARY

Passionate and creative writer and designer. Experienced in creating narrative driven games. Dedicated to producing the highest quality content.

SKILLS & TOOLS

- Scripting
- Unity 2D / 3D
- Wire Framing
- JIRA
- Story-Boarding
- Prototyping
- Github
- Perforce
- MS Office
- Adobe Suites

Contact



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732-485-9918

EDUCATION

Northeastern University | 2017 – 2021

BS in Computer Science and Game Development

PERSONAL PROJECTS

DATE N' DASH

Narrative Design and Writing

- A visual novel with a fire-fighter unknowingly stuck in a time loop
- Collaborated with another writer on narrative design and writing
- Wrote all of days two and three, as well as two endings

OUT OF CTRL

Narrative Design and Writing

- An interactive, copy and paste horror game made in Unity
- Wrote all dialogue and text
- Designed dialogue in a way that responses to the player made sense without the need for context
- Collaborated with a voice actor to add more life to character dialogue

LOVE HUNT

Game Writing

- A visual novel about a human trying to pass as a monster in Creature Academy
- Wrote and designed the route for the character of Zoë
- Wrote end of day dialogue
- Assisted in overall character creation and story arcs

WORK EXPERIENCE

GAME ENGINEER

Code Coven, June 2020 - August 2020

- Created and collaborated with Rat House to program a rhythm RPG, Work Sucks

WEB DEVELOPER

Paidia Studios, November 2019 - Present

- Built a web app using React and JavaScript to create an interactive experience surrounding the mystery of "Who is R. Mutt"