

CAM PERRY

PROGRAMMER AND NARRATIVE DESIGNER

PERSONAL SUMMARY

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

Contact



www.camperrygames.com



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732-485-9918

SKILLS & TOOLS

- C#
- HTML & CSS
- JavaScript
- Java
- C++
- C
- Unity
- Git
- Perforce
- Unreal
- Adobe Suites

EDUCATION

Northeastern University | 2017 - 2021

BS in Computer Science and Game Development

WORK EXPERIENCE

GAME ENGINEER

Code Coven, June 2020 - Present

- Created and collaborated with Rat House to program a rhythm RPG, **Work Sucks**
- Developed a rhythm system using Unity
- Oversaw all code changes and worked as the only programmer

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"
- Collaborated with designers to create a readable web layout
- Project submitted to multiple integrative and social justice themed events

ENGINEERING INTERN

Disruptor Beam, May - August 2019

- Worked both server side and client side on the mobile game **Archer: Danger Phone**
- Modified and updated the player support tools for **Archer: Danger Phone** using Ruby
- Implemented features and fixed errors on an unannounced mobile game

PERSONAL PROJECTS

ALICE ECLIA

Programming and Design

- A short 2D puzzle platformer made in Unity

ABSOLUTE UNIT

Programming and Design

- An RPG made in 48 hours using RPG Maker