

CAMPERRY

NARRATIVE DESIGNER AND WRITER

SKILLS & TOOLS

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

LEADERSHIP

- Co-hosted and ran the Boston Global Game Jam 2020 and 2021
- Organized Northeastern Game Developers of Color scholarship
- Presented a design talk on the systems of and the relationships formed in dating simulation games

Contact



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732-485-9918

EDUCATION

Northeastern University | 2017 - 2021

BS in Computer Science and Game Development

PERSONAL PROJECTS

THEMALL

Environment Design and Writing

- A weird game about being lost in a liminal mall
- Lead a team of artists and designers
- Wrote voice lines for mall announcements
- Created mood boards to help team understand the vibes
- Implemented art assets and most store layouts

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

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"