

CAMPERRY

NARRATIVE DESIGNER AND WRITER

WORK EXPERIENCE

GAME DESIGN FELLOW

SHELL GAMES, JUNE 2021 - PRESENT

Currently working as a designer on two different VR based projects

GAME ENGINEER

CODE COVEN, JUNE 2020 - AUG. 2020

Created a rhythm RPG in Unity, during this three month incubator program

WEB DEVELOPER

PAIDIA STUDIOS, NOV. 2019 - JUNE 2021

Developed a web based, interactive experience using React and JavaScript

ENGINEERING INTERN

DISRUPTOR BEAM, MAY - AUG. 2019

Worked both client and server side on two different mobile games

SKILLS & TOOLS

- C# | JavaScript
- HTML / CSS
- Prototyping
- Wire Framing
- Story-Boarding
- RPG Maker
- Unity 2D/ 3D
- Twine | Ink
- GitHub | SVN
- MS Office
- Adobe Suites
- JIRA

EDUCATION

Northeastern University | 2017 - 2021
BS in Computer Science & Game Development

CONTACT

www.camperrygames.com
camperrygames@gmail.com

NARRATIVE DESIGN AND STORYTELLING

- Wrote and designed an interactive, copy and paste horror game, **Out of CTRL**
- Designed a conversation around the constraint of not knowing how the player would respond
- Created a script of over 50 pages in a week for the dating sim, **Date N' Dash**
- Used environmental storytelling to convey the uncomfortable feelings of a liminal space
- Crafted narratives both linear and nonlinear

LEADERSHIP

- Coordinated multiple game jams including the Boston site for Global Game 2020 and 2021
- Organized Northeastern's Game Developers of Color scholarship for marginalized students
- Presented several talks on design, including one on the systems and relationships in dating simulations
- Headed a team of seven to create the game, **THEMALL**

GAME DEVELOPMENT

- Managed large volumes of content to prepare a game for localization
- Collaborated with a small team to develop the rhythm RPG, **Work Sucks**
- Created a web based, interactive experience surrounding the mystery of "Who is R.Mutt?"
- Prototyped 1:1 versions of 2D mini-games in VR within a week time frame
- Created various documents to explore the pros and cons of different design ideas