



REN PERRY



Game Designer with 6+ years of experience and multiple shipped games. Specialized in systems and narrative design.



Skills & Tools

- C# | C++ | Blueprints
- Prototyping
- Mobile | VR | AR
- UI / UX Design
- Unity | Unreal
- Git | SVN | Perforce
- JIRA | Trello | Miro
- G Suite | MS Office

Projects

Mass of Consumption | Unity, C#

Design and Writing

- A branching, choice based horror game

Brought Back Wrong | Twine

Production and Writing

- A Twine game showing both sides of a questionable relationship

Out of CTRL | Unity, C#

Design and Writing

- An interactive, copy and paste horror game

THEMALL | Unity, C#

Environment and Game Design

- A weird, exploration game about being lost in a liminal mall

Awards & Speaking

- GDOC Narrative Talk 2021 | [Bad Media Has Better Ideas](#)
- GDOC Narrative Talk 2022 | [Mental Illness and Horror Games: Avoiding Stigma and Stereotype](#)
- LudoNarraCon 2023 | [Forming Meaningful Relationships in Games](#)

Education

Northeastern University | 2017-2021

BS in Computer Science & Game Development

Professional Experience

Advanced Game Designer

Schell Games, June 2021 - Present

I Expect You to Die 3 | Unity

- Designed, prototyped and implemented puzzles
- Created and maintained documentation for assigned levels
- Wrote dialogue and implemented VO lines
- Led and iterated on design features for assigned levels
- Supported junior designer through the on-ramping and localization process

Unannounced Location-Based Project | Unreal Engine 5

- Supervised playtesting sessions and interviewed playtesters
- Collaborated with art and tech to create and implement animation and gameplay blueprints
- Owned levels and features from concept to implementation

Puzzle Sculpt | Apple Vision Pro, Unity

- Prototyped different hand based inputs in Mixed Reality
- Collaborated with UI/UX artist to create UI compatible with the Apple Vision Pro
- Led and managed designers to author 3D puzzles

Unannounced Multiplayer Game | Meta Quest, Unity

- Prototyped and implemented level design(s)
- Provided feedback on junior designer's work
- Maintained documentation of project findings for future teams
- Created narrative systems that incorporated player collaboration and storytelling

Silent Slayer | Unreal Engine 5

- Led and designed implementation for grip iterations and achievements
- Created quality of life and polish features

Among Us VR | Meta Quest, Unity

- Coordinated brainstorms for new mini-games, maps and playstyles
- Researched similar games to find what players enjoyed and disliked
- Prototyped 1:1 versions of 2D Among Us mini-games in VR

Lead Developer (*Part Time*)

Veritable Joy, April 2021 - Dec. 2023 | June 2024 - Present

Validate: Struggling Singles in Your Area | Unity

- Led and delegated tasks for a team of eight programmers
- Held weekly meetings to provide feedback, manage tasks, and assess progress
- Created and managed a Trello board to keep on schedule and track programmer's tasks
- Coordinated with porting team to port to Xbox and Switch
- Customized third party codebase to work with project needs
- Implemented and edited narrative scripts

Unannounced Project | Unity, YarnSpinner

- Designed and prototyped minigames
- Implemented VO and iterated on flow
- Managed small team of designers and developers to create a vertical slice

Game Engineer

Code Coven, June 2020 - Aug. 2020

Work Sucks | Unity

- Collaborated with a small team to develop the rhythm RPG,
- Created dialogue system and tool for writers to use
- Developed a rhythm system from scratch using Unity 3D