

Jerram Carr

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WORK EXPERIENCE

Futuregames

Student

August 2024 – Present

Boden, Sweden

- Studied all spheres of game design.
- Worked in Unity and Unreal Engine.
- Used Jira, Perforce, and Miro.
- Collaborated on teams of 6-20 people, creating multiple games.

EA - Apex Legends & Battlefield 6

QA Test Lead

October 2023 – August 2024

Saint Paul, MN(Remote)

- Audited and triaged bugs in Jira as a Defect Coordinator.
- Helped co-workers organize feedback and report issues.
- Taught new employees how to write bugs and use workflows.
- Monitored and troubleshooted issues during development team-wide playtests.
- Maintained my previous responsibilities as a QA Tester.

EA - Apex Legends

QA Tester

January 2023 – October 2023

Saint Paul, MN(Remote)

- Brainstormed new mechanics and additions to the game in a solo and team environment.
- Provided feedback directly to developers.
- Worked fluidly in a large cohesive team of 70+ people.
- Used Confluence and Jira for tracking.

PROFICIENCIES, SKILLS, & INTERESTS

- **Proficiencies:** Unity, Unreal, FMOD, Jira, Confluence, Github, Perforce, Google Suite, C#, GDScript
- **Skills:** Analytics, creative and adaptive at problem solving, kind and patient team member
- **Interests:** Poetry, music, RPGs, hiking, philosophy

OTHER EXPERIENCE

- Worked as a writer on the Old World Blues mod for Hearts of Iron IV (<https://steamcommunity.com/sharedfiles/filedetails/?id=2265420196>)
- Lots of experience with narrative node-based programs like Twine.
- Extensive world-building and home-brewing for my personal TTRPG campaigns.