

Jerram Carr

Writer & Narrative Designer

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Summary

Writer and Narrative Designer with a background in poetry, theater, and TTRPGs. Comfortable working hands-on in engine. Skilled in cross-discipline communication and collaboration. Proficient in node-based branching narrative. Adept at worldbuilding, quest design, character briefs, barks, dialogue, and cinematics scripts. Have experience working in both AAA and small-scale teams. Passionate about creating fun and meaningful player experiences and supporting fellow developers.

Education

FutureGames

Game Design

August 2024 – Present

Proficiencies

- Twine, Unity, Unreal, Godot, FMOD
- C#, Unreal Blueprints, GDScript
- Jira, Confluence, TestRail, GitHub, Perforce, Google Suite

Strengths

- **In Engine Implementation**
- **Multi-Disciplinary Collaboration**
- **Flexible Tone**
- **Poetic Writing**
- **Analytical**

Work Experience

Entropic Engineering

Unannounced Project - Freelance Narrative Designer

September 2026 – Present

Twin Cities

- Responsible for writing and implementing quests, flavor text, and internal documentation.

Surtrflame

Unannounced Project - Narrative Design Intern

May 2026 – Present

Twin Cities (Remote)

- Prototyped sports announcer system.
- Wrote NPC dialogue and reactions to in-game events.
- Worked with the art team for character concepts.
- Additional Level Design and QA work.

Japan Productions

ResonantQ - Narrative Designer

May 2026 – July 2026

Twin Cities (Remote)

- Wrote opening cinematic script.
- Designed core narrative of future levels.
- Ran weekly Design Team meetings.
- Additional Level Design work.

The Old World Blues Mod Team

Hearts of Iron IV - Undergrad Writer

March 2025 – February 2026

Sweden (Remote)

- Matched my writing to pre-existing content.
- Created original content under creative direction.

Electronic Arts

Apex Legends & Battlefield 6 - QA Test Lead, QA Tester

January 2023 – August 2024

Twin Cities (Remote)

- Promoted to Lead for excellence in bug and feedback reporting.
- Audited and triaged bugs in Jira as a Defect Coordinator.
- Led onboarding on writing bugs and using workflows.
- Independently monitored and troubleshooted issues during dev-team wide playtests.
- Brainstormed new mechanics to the game in solo and team environments.