Jerram Carr

Writer & Narrative Designer

❖ jerramgrumcarr@gmail.com ❖ https://linktr.ee/jerramcarr ❖ Twin Cities Area

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)**

- Edited and added to short-form perk descriptions.
- Planned and wrote long-form story events explaining ongoing world events.

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 troubleshot issues during dev-team wide playtests.
- Brainstormed new mechanics to the game in solo and team environments.