

# JAMIE CAMERA

## GAME PRODUCER

## CONTACT



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www.jamie.camera



347-525-4058

## SKILLS

Software: JIRA, Trello,  
Confluence, Unity, Unreal Engine

Project Management: Agile  
Production (Scrum and Kanban),  
Quality Assurance, Event  
Planning, Mentorship

## EDUCATION

Northeastern University  
BFA in Computer Science and Game  
Design

## LEADERSHIP

- ★ NEU Game Development Club  
Vice President
- ★ Khoury College CoSMO Mentor
- ★ CaMD Student Advisor

## WORK EXPERIENCE

### Unity QA Engineer Intern

June 2020 - Present

- Assess quality of Vivox's services by regularly testing the voice API and live games that use this service
- Serve on different teams across Vivox's engineering crew as necessary
- Evaluate our current procedures for testing and find any holes or places that can be sped up, and brainstorm and implment those changes
- Update JIRA tickets and Confluence pages for the QA team

### Paidia Studios Producer

October 2019 - Present

- Schedules weekly tasks for the team of an alternate reality game using the Agile framework
- Leads weekly meeting for differently disciplined groups to ensure progress is being made towards the same goal
- Work with the app team, web team, and design team to create and keep an efficient workflow
- Create promotional material and demos to send to different organizations for grants and funding

### MassDiGI Producer and Programmer May 2019 - August 2019

- Led a team of 6 to produce Bloom Blast on iOS and Android from conception to release
- Used the Kanban method of production to lead daily standups, assign tasks, and keep track of the team's work
- Used data driven design to keep the game balanced and increase player retention
- Organized playtests, talks, and visits to other studios for all of MassDiGI

## PERSONAL PROJECTS

### Antiem Producer

Current

- Using Trello with a team of 7 to create a personal-like game by holding weekly meeting, creating and assigning tickets, and ensuring every keeps up to date

### Tamales: Con Familia Programmer

September 2020

- Created a narrative-based game in Unity for the Hispanic Heritage Month Game Jam. Nominated for Best Music, Best Narrative, and Best Mechanic

## ORGANIZATION

### Global Game Jam

2019, 2020

- Organize a space for one of the top 15 largest GGJ sites in the world

### Jam-O-Lanturn

2019, 2020

- Reached out to other local schools to create a week-long Halloween themed game jam