

Jerram Carr

Writer & Narrative Designer

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WORK EXPERIENCE

Narrative Design Intern

Surtrflame

May 2026 – Present

Twin Cities (Remote)

- Prototyped sports announcer system.
- Wrote opening cinematic script.
- Collaborated with art team on character concepting.
- Worked in Unity.

Narrative Design Intern

Japan Productions

May 2026 – July 2026

Twin Cities (Remote)

- Ran weekly Design Team meetings.
- Planned future content/levels for other designers to work from.
- Wrote opening cinematic script.
- Designed the first pass of the opening level.
- Worked in Unreal Engine 5.

Undergrad Writer

The Old World Blues Mod Team

March 2025 – February 2026

Sweden (Remote)

- Wrote short-form descriptions as well as long-form events.
- Matched my writing to pre-existing content.
- Created original content under creative direction.
- Worked solo and collaborated on a team of 6 writers, artists, and programmers.

Game Design Student

FutureGames

August 2024 – Present

Boden, Sweden

- Worked in Unreal Engine and Unity, using Blueprints and C#.
- Collaborated on teams of 6-20 people, creating four separate games.
- Led teams as Product Owner.
- Studied all areas of game design, focusing on narrative.
- Used Jira, Perforce, and Miro.

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.

PROFICIENCIES

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

STRENGTHS

In Engine Implementation

Skilled at implementing narrative and connecting it with gameplay systems and levels.

Multi-Disciplinary Collaboration

Comfortable communicating with non-narrative disciplines.

Flexible Tone

Able to match and adapt writing tone.

Poetic Writing

Background and familiarity in poetic styles.

Analytical

Experience in Game Design and QA enables analytical thinking.

QA Test Lead

Electronic Arts (Apex Legends & Battlefield 6)

October 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 for new employees on how to write bugs and use workflows.
- Mentored co-workers with organizing feedback and opening bug reports.
- Independently monitored and troubleshoot issues during dev-team wide playtests.

QA Tester

Electronic Arts (Apex Legends)

January 2023 – October 2023

Twin Cities (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, Jira, and TestRail for tracking.

INTERESTS

- TTRPGs
- Philosophy
- Theater
- Poetry
- Jazz Drumming