CAMDEN PETTIJOHN

GAME DESIGNER

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GAME PROJECTS

Designer & Artist | Oops! All Bards | Team of 4 | 2022 - Current
Designed the levels, combat abilities, & AI party interactions in addition to thinking up & painting the characters, their portraits & the concept art for various mechanics in this AI-controlled RPG

Designer & Scripter | Where Flowers Bloom | Team of 4 | 2022 - Current
Designed and scripted the levels & mechanics of this 2D puzzle platformer about using the pause menu to stop time in addition to weaving the paradoxical theme of impermanence and change into the narrative and pixel art aesthetic

Designer & Scripter | Insatiable | Team of 2 | 3 Days (Game Jam) | 2022
Integrated the jam's theme of darkness into the narrative and gameplay by scripting the chatbox and dark magic systems for the player to devour various monsters within this 2D adventure

Designer & Scripter | The Button | Team of 2 | 10 Weeks | 2021
Wrote, designed, and scripted the minigames and mysteries behind this digital pet/idle game that ends forever if nobody presses the strange button every 10 hours

TOOLS

- **Figma:** planning UI/UX
- **Miro:** project brainstorming
- **Trello:** project organization & planning
- **Google Workplace:** design documentation

ENGINES

- **Unity:** C# scripting
- **Bitsy:** RPG narrative
- **Twine:** branching narrative
- **Pico-8:** Lua scripting
- **Roblox Studio:** Luau/Lua scripting

EDUCATION

University of California, Davis (March 2022)
B.S. in Computer Science with an emphasis in Game Design - *GPA: 3.55*

GAME DESIGN

- Designed gameplay features for RPGs, Puzzle Games, and 2D Platformers. **Ensured that the story and gameplay were aligned.**
- **Designed puzzles** and balanced them based on player feedback.
- Created an immersive and mysterious world in **The Button** via Python's Discord Bot API that had 100 concurrent players.
- **Balanced combat** for the UC Davis-funded RPG, **Oops! All Bards**.
- Outlined and documented gameplay systems in Google Workplace & with flowcharts in Miro - scripted these ideas in Unity & Lua.

NARRATIVE DESIGN

- Implemented **branching narrative content in Unity** that accounts for player choice like in **Oops! All Bards.**
- Used technics like **environmental storytelling** to foreshadow plot points in games like **Where Flowers Bloom**.
- **Told a non-linear story via interactive elements** and minigames to progressively reveal more about the world of **The Button.**
- Created puzzles and gameplay mechanics that **communicated themes and stories** in games like **Insatiable**.

CLUB & PROJECT MANAGEMENT

- **Managed the UC Davis Game Development Club's budget** with Google Sheets as the designated financial advisor.
- **Coordinated with various industry professionals and campuses to plan statewide university game jams** in addition to preparing weekly workshops for the 400+ student members at UC Davis.
- **Authored game design documents** for teams to reference in Miro, Trello, and Google Workplace to ensure that everyone understood the mechanics and aesthetics.
- **Organized days for playtesting** well in advance of the deadline to identify and adjust mechanics without stressing the team.
- **Tracked project milestones** in Trello to help the team plan the content of our next steps/sprint.

WORK EXPERIENCE

Social Intelligence and Narrative in Games Lab at UC Davis
Game Designer, Level Designer & Artist | January 2022 - Present

Game Development and Arts Club at UC Davis
Club Director & Workshop Organizer | May 2021 - Present

Game Platforms and Design at UC Davis
Class Mentor & Guest Lecturer | January 2022 - March 2022

Funi Studios
Indie Game Studio founded with friends | April 2016 - Present