



JENNA PERKIN

NARRATIVE DESIGN | EDUCATION | WRITING

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SOFTWARE SKILLS

Unreal | Unity | Notion | Microsoft Suite
| Figma | Blender | Adobe Suite

EDUCATION

Lawrence Technological University BFA, Game Design

2020-24; Summa Cum Laude
3.89 GPA, Dean's Honor Roll
Chair's Award, Game Design 2021
Dean's Award, Game Design, 2024

EXPERIENCE

Lead Writer

Internet of Hearts; May 24 - Present

Adjunct Professor, Game Development

Lawrence Tech; Aug 24 - Present

Game Design Counselor

Girls Make Games; Jul 24, 25, 26

Game Design Research Collaborator

Lawrence Tech; Mar 22 – Oct 22

ORGANIZATIONS

LTU Expo

Coordinator; 23-24

Society of Dramatic Arts

Head of House, Treasury; 21-24

ACADEMIC PAPERS + TALKS

Constructing Trauma in Video Games: Games as Cultural Rhetoric

Julia Kiernan, *International Conference
on Narrative 2023*

Can We Interpret Games Separately from their Makers? Making Meaningful Games in Unsafe Spaces

Ahu Yolac, *Meaningful Play 2022*

PROJECTS

GoodGood Sidekick, *With Love*, *A Chirp
in Space*, *BirdFeeder*, *Uncanny*,
Entropius

NARRATIVE

- Produced SEL research-driven weekly episodic content for pen-paling app, *With Love*.
- Presented narrative-focused research at International Conference on Narrative 2023.
- Overhauled *With Love* narrative and structural content to maintain modern, user-centered story approach, organized using Notion.
- Developed new systems for interactive story engagement on *With Love*.
- Currently produce hours of dialogue, including user-based and character-based interactive dialogue across multiple projects.

INTEGRATION

- Developed Dual Enrollment Game Development lesson plans that integrate design practices with coding fundamentals.
- Mentored girls aged 10-12 through the full game development process with Girls Make Games.
- Maintain living documents with narrative, character, and design content for development cohesion.
- Wrote article on narrative revision on *With Love: Writing Through a Screen: The Problems with Interactive Animated Characters*.
- Wrote introductory article for *GoodGood Sidekick: A Walking, Talking Game System*, published in major Detroit magazine.

COLLABORATION

- Collaborated to prepare written documents, including a pitch deck, launch promo, and app features for *With Love*.
- Currently workshop narrative and character with former Pixar producers and director to improve user experience.
- Contribute to sponsors, artists, social media, and scheduling coordination for the LTU Expo.
- Organized and ran game design studies, communicated findings in documentation. Prepared a paper and presentation for the Meaningful Play Games Conference 2022.
- Served as first Faculty Committee Student Representative at Lawrence Technological University, Served on 2 Faculty Committees.