

Quinn Carrick

Project Manager, Game Designer

quinncarrick02@gmail.com
(360)-609-2066

quinncarrick.me
linkedin.com/in/quinn-carrick

SKILLS

Essential

Project Management, Narrative Design, Gameplay Design, Technical & Editorial Writing, Cross-Functional Collaboration, Design Documentation, Sprint & Milestone Tracking, Time Management, Adaptability.

Tools & Technical

Jira, Unreal Engine 5, Perforce, Confluence, Unity, Godot, Autodesk Maya, Figma, Adobe Photoshop, Software Development Lifecycle, Game Pipelines, Git/Github.

RECENT PROJECTS

Fireflies | Game Designer, Web Development Lead | January 2026 – May 2026

A vertical slice of a 3D stealth puzzle-action adventure game set within a single section of a whimsical, dark cavern environment where light is both a tool and a risk.

- Co-authored a comprehensive Game Design Document, developing narrative, lore, and gameplay systems with clear, accessible rule documentation.
- Collaborated on a 20+ person cross-functional team, refining gameplay systems through documentation, iteration, and playtest feedback across three production phase.
- Led web development efforts, presenting a case-study overview of the project and curated narrative content through written and visual media.

Tessitura in Bloom | Director, Project Manager | October 2024 – April 2025

A Virtual Reality storytelling experience presented at the Showcase for Undergraduate Research and Creative Activities and Research Showcase.

- Led a 6-person cross-disciplinary team, managing sprint tasks, production schedule, and deliverable milestones for a VR narrative experience.
- Directed narrative development for an immersive VR storytelling experience, aligning mechanics and story beats to create cohesive player engagement.

WORK EXPERIENCE

Electronic Literature Lab – Emeritus Undergraduate Researcher | May 2025 – Present

Clearly Consistent – Project Manager | June 2024 – Present

Free Range Games – QA Tester/Intern | June 2023 – September 2023

- Logged and categorized defects using Jira, identifying systemic patterns across builds to improve gameplay stability and clarity.

AWARDS & HONORS

- 2025 Emeritus Society Arts and Humanities Grant for Undergraduates.

EDUCATION

Bachelor of Arts in Digital Technology and Culture, Washington State University Vancouver | May 2026
Minor in Computer Science.