

Jen McTeague

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Education

UNIVERSITY OF PENNSYLVANIA, Philadelphia, PA, *July 2012 – May 2013*

- Masters of Science in Education in Secondary Mathematics, did not complete

UNIVERSITY OF PENNSYLVANIA, Philadelphia, PA, *August 2008 – May 2012*

- Bachelor of Science in Mathematics

Teaching Experience

COMMUNITY DAY SCHOOL, *August 2022-June 2024*

Middle School Math Teacher

- Taught sixth grade mathematics, prealgebra, algebra 1, and geometry in different years.
- Developed some lessons with a focus on social justice.
- Adapted quickly to teaching in a Jewish Day School, an environment I had never been in before.

THE WHEELER SCHOOL

September 2019-June 2022

Full-Time Classroom Teacher

- Taught freshman honors algebra, junior trigonometry, and senior statistics and BC calculus in different years.
- Adapted teaching to different methods of distance learning, both synchronously using Zoom and asynchronously with video recordings.
- Taught with a focus towards social justice.

February 2016-June 2019

Various Part-Time Teaching

- Taught extra support pre-algebra to a class of 7th graders
- Taught various advanced tutorials to middle schoolers
- Coached both the middle school and upper school math competition teams
- Taught multiple classes of 7th grade pre-algebra to cover for a maternity leave

WHEELER SCHOOL SUMMER PROGRAMS, *June 2017-August 2019*

Camp Counselor

- Supervised groups of 10-14 year-olds
- Designed and implemented unusual games and puzzles for the campers
- Developed a leadership program from scratch to give older campers experience working with younger kids.

IT Experience

UNIVERSITY OF PENNSYLVANIA, *January 2015 – January 2016*

IT Support Specialist

- Acted as first line of defense for every day computer problems
- Managed 50 computers in an enterprise environment
- Supported large events with the technology they needed to run smoothly

Additional Information

- **Puzzle Hunter:** I both solve and create different kinds of puzzles. I solve in a couple puzzlehunts a year, including the MIT Mystery Hunt every MLK weekend. These puzzles often times make their way into my classroom. In addition, my team won the 2021 MIT Mystery Hunt, which means we wrote the 2022 Hunt.

- **Freelance Writing:** I am a published freelance writer for role playing games. I've written both adventures and the rules to support them.
- **MathCounts Coaching:** I have spent seven seasons coaching middle schoolers for MathCounts – one season in Philadelphia, and six in Providence.
- **Tournament Judging:** I have helped judge/run chess tournaments, Pathfinder conventions and game days, and Magic: the Gathering tournaments.

Game & Puzzle Design

Games

NATIONAL PUZZLERS' LEAGUE CONVENTION, *July 2023*

- Ran an official game (Exquisite Wordle) in front of ~200 people which challenged the minds of some of the strongest puzzlers in the country.
- Ran two unofficial games. The first was based off of Trivia Murder Party, the second was a Jeopardy game that quickly turned into other game shows.

VARIOUS LESSONS AT THE WHEELER SCHOOL, *February 2016 – June 2022*

- Created various games for teaching lessons, including a Settlers of Catan Lite for teaching about redlining and a bingo variant to teach about the messiness of theoretical vs experimental probability.
- Taught "Strategy Games", a class for 4th & 5th graders, which included me designing various different games to teach the basics of various types of games, including hidden information games, drafting games and asymmetric games, among others.

NATIONAL PUZZLERS' LEAGUE CONVENTION, *July 2021*

- Ran an official game (Spelling Wasp) in front of ~100 people which challenged the minds of some of the strongest puzzlers in the country.
- Ran multiple unofficial games based on the game show Gamechanger from College Humor, where contestants had to figure out the rules of the game as they were playing.

CONLINE, *October 2020 – February 2021*

- Ran two games for more than 100 people over the internet designed to challenge the minds of some of the strongest puzzlers in the country.

PATHFINDER ADVENTURE CARD GAME, *August 2018 – August 2020*

- Ran the PACG Organized Play Booth for 3 years at GenCon, acting as both a game organizer and as a head judge.
- Wrote the mechanics for two adventures and the story for two other adventures.
- Wrote various fan scenarios which were published on the Paizo Blog or the fanzine Wayfinder. (<https://paizo.com/community/blog/v5748d9o5li7z?Homebrew-Scenario-Design-with-Jen-lammars>)

TRAGEDY LOOPER, *2018*

- Grand Prize Winner of the Tragedy Looper Script Competition. (<http://bakafire.main.jp/tlcompe/eng/>)

PATHFINDER RPG 1st EDITION, *2012 – 2018*

- Wrote rules, characters, and adventures for many 3rd party projects.
- Won a contest involving redesigning a complicated NPC with a new set of rules.
- Created documents diving deep into the rules and explaining interactions in the rules for published adventures, making them easier to run. As part of this, I was the biggest contributor to pfsprep.com, spending hundreds of hours writing guides for others benefits.
- Served as a Venture Officer for 3.5 years, helping to build communities and improve other players' skills and enjoyment of the game.

MANSIONS OF MADNESS 1st EDITION, *January 2012 – January 2013*

- Playtested and pointed out problem areas in yet-to-be published 1st party scenarios.

- Wrote two fan scenarios, and helped critique many others.

Puzzles

CUTE MAGES TOWER, February 2023 – Present

- Started a blog to talk about the design and stories behind puzzle hunts. Some of the posts contained puzzles themselves because I couldn't help myself.

WONDERCADE, November 2021 - Present

- Wrote a small weekly puzzle for Neil Patrick Harris' newsletter with my wife.

MIT MYSTERY HUNT 2022, January 2021-January 2022

- Sat on the organizing committee, with my job focusing on hunt mechanics such as unlocking puzzles and hunt pacing.
- Wrote 15 puzzles, including co-writing the Magic the Gathering based puzzle Something Command (<https://www.bookspace.world/puzzle/something-command/>).
- Edited 10 puzzles, pushing them to improve to get to their final states.
- Led two games involving coordination of over 100 people across the internet.

ESCAPE THIS PODCAST, November 2019 – August 2021

- Created three audio escape rooms and ran them on Escape this Podcast, followed by discussion episodes on their creation
- Ran these escape rooms for various groups of puzzlers all over the country

WEDDING, April 2019

- Had a puzzle themed wedding, where my wife and I created a bunch of puzzles and games as the main entertainment during the reception.
- Wrote a book of puzzles with my wife that we gave to guests as a thank you gift for attending.

NATIONAL PUZZLERS' LEAGUE CONVENTIONS, July 2017 – July 2018

- Created two "Escape Room in a Suitcase" games, which were portable escape rooms designed to be tackled by some of the strongest puzzlers in the country.
- Combined an Escape Room with a game of Jeopardy in an elegant way.
- Included puzzles involving Magic the Gathering because I could.

Examples

MIT Mystery Hunt – In addition to [Something Command](#), some notable puzzles I wrote involved [The Mlystery Hunt...](#), [Crow Facts 3000](#), and the metapuzzle [Introspection](#). Some notable puzzles I edited involved [Too Many Toys](#), [Tikki Tikki Tembo](#), [Endless Practice](#), and the metapuzzle [Shopping List](#).

[Spelling Wasp](#) – This was a game I brought to the 2021 NPL Convention. Linked is a play-at-home version.

[The GM's Guide to the Kineticist](#) – This was a guide that I wrote that broke down one of the most complicated classes in Pathfinder 1st edition and made it easier for other GMs to understand.

[Paizo Unchained](#) – This was an April Fools Adventure I wrote which had the characters travel to the Paizo offices and face off against multiple employees. This included complicated stat blocks and tricky subsystems. In addition, [I ran this adventure at GenCon](#), with people bringing characters from multiple systems and I just took them all in and ran them all by their own rules.