

# JOEY MAZERO

NARRATIVE DESIGNER AND WRITER



## PROFILE

I am a highly creative and driven Narrative Designer who surrounds myself with the necessary systems knowledge to integrate story seamlessly into gameplay.

## EDUCATION

**Indiana University** - School of Informatics, Computing, and Engineering

**Major:** [B.S. Informatics](#), *Cognate in Game Design*

**GPA:** 3.60

### Honors:

- Dean's List (Fall 2018, Spring 2019, Spring 2020, Fall 2020)

### Coursework:

- Game Workshop I-III (Prototype, Development, Publish); Game Design I-II (Concepts, Systems); Game Production I-II; Informatics Design & Development Capstone; Independent Study: Educative VR; Creative Writing; History of Videogames

### Activities:

- GD@IU Game Development Club (Member)
- Turning Ideas into Entertainment Bootcamp (Attendee)
- WIUX Student Radio Show (Co-Host)

## SKILLSET

- Unity and C# (6 years)
- Inkle, Twine 2
- JIRA, HacknPlan
- Github and Source Control
- Microsoft Office
- JavaScript, MySQL, HTML, PHP

## CONTACT

- [mazero.joey@gmail.com](mailto:mazero.joey@gmail.com)
- [LinkedIn](#)
- [Portfolio](#)

## STORYTELLING AND DESIGN

- Wrote, edited, and implemented character dialogue and item descriptions in engine using Inkle
- Managed the tone, clarity, and story for in-app informational descriptions
- Constructed and maintained a narrative bible for story based in post-Great Depression America
- Wrote & delivered weekly newsletter via email to subscriber base detailing new sales, artists and song highlights

## IMPLEMENTATION

- Worked to import and place 3D models and sprites in Unity scene according to project vision
- Tracked gameplay variables via Inkle scripting to make appropriate variable checks throughout a narrative
- Experience writing in screenplay format for point and click adventure games

## COMMUNICATION

- Able to integrate ideas developed in team meetings while maintaining a cohesive game vision and scope
- Can effectively create and communicate design documentation and project vision to executive managers
- Communicated directly with game designers and programmers to solidify & ship a narrative

## WORK EXPERIENCE/PROJECTS

**Lead Narrative Designer** | Spring 2020 - Present  
[Crimson Ink Games LLC](#), *Bloomington, Indiana*

Led all narrative development for [The Shadows That Linger](#), a point and click paranormal-noire mystery game

**Content Manager** | Summer 2019 - Winter 2019  
[Virtual Indiana University \(VIU\)](#), *Bloomington, Indiana*

Developed and shipped demo of an augmented reality app in Unity that educates new and visiting students on campus history

**Undergraduate Instructor** | Fall 2018 – Winter 2019  
[Virtual Reality Lab](#), *Bloomington, Indiana*

Assisted students using the VR lab with technical problems and performed demos of VR equipment

**Music Manager** | Spring 2019 – Fall 2019  
[Tracks Music and Videos](#), *Bloomington, Indiana*

Stayed up to date with latest industry trends to make decisions regarding orders from labels and organization of record shelves