



# JOEY MAZERO

**Narrative Design | Game Design | Programming**

[Portfolio](#) | [joemazero337@gmail.com](mailto:joemazero337@gmail.com) | [LinkedIn](#)

## WORK EXPERIENCE

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### Lead Narrative Designer

Jan 2020 - Present

[Crimson Ink Games LLC](#), Bloomington, Indiana

- Led all narration development for team
- Developed an efficient narrative pipeline between writers, myself, programmers, and artists.
- Wrote and edited dialogue and item descriptions.
- Communicated across disciplines to maintain game vision and scope.

### Software Developer / Content Manager

Summer 2019 - Winter 2019

[Virtual Indiana University \(VIU\)](#), Bloomington, Indiana

- Developed and shipped demo of an augmented reality app that educates new and visiting students on campus history.
- Implemented informational descriptions, 3D models, and developed demo software.
- Created and communicated design documentation and project vision to executive managers.
- Selected to present app at IU Bicentennial Event to executive leadership.

### Undergraduate Instructor

Fall 2018 – Winter 2019

[Virtual Reality Lab](#), Bloomington, Indiana

- Assisted students with any technical problems whilst they used the lab, demoed VR equipment, took inventory.

### Music Manager

Spring 2019 - Fall 2019

[Tracks Music and Videos](#), Bloomington, Indiana

- Responsible for staying up to date on latest industry trends, reflect them in store's ordering from labels and organizing of record shelves.
- Sent out weekly newsletter via email to subscriber base detailing new sales, artist and song highlights.

## SKILLS

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### Game Design and Production

- Unity and C# (6 years), JIRA, HacknPlan, Twine 2, Inkle, Github and Source Control, Microsoft Office (Excel, Word, Powerpoint), Blender, Javascript, MySQL, HTML

## EDUCATION

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**Indiana University**, Bloomington, IN

[B.S. Informatics](#), expected May 2021

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 Virtual Reality; Creative Writing; History of Videogames

Activities: GD@IU Game Development Club (Member)

Turning Ideas into Entertainment Bootcamp (Attendee)

WIUX Student Radio Show (Co-Host)