



JOEY MAZERO

Narrative Design | Game Design | Programming

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WORK EXPERIENCE

Lead Narrative Designer

Jan 2020 - Present

Indiana University Game Development Club, Bloomington, Indiana

- Led all narration development for team
- Played key role in using [] concepts to drive repeatability and enable team to stave off elimination and continue to next round of competition

Software Developer / Content Manager

Summer 2019 - Winter 2019

Virtual Indiana University (VIU), Bloomington, Indiana

- Created and shipped demo of augmented reality app that educates new and visiting students on campus history using Unity Programming and importing 3D models in Blender
- Selected to present app at IU Bicentennial Event after demo to executive leadership

Undergraduate Instructor

XXX

Virtual Reality Lab, Bloomington, Indiana

- XXX

Music Manager

Summer - Fall 2019

Tracks Music and Videos, Bloomington, Indiana

- XXX

SKILLS

XXX

XXX

- XXX

EDUCATION

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)