



JOEY MAZERO

Narrative Design | Game Design | Programming

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WORK EXPERIENCE

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
- Wrote, edited, and implemented character dialogue and item descriptions in engine using Inkle
- Integrated ideas developed in team meetings while maintaining a cohesive game vision and scope
- Presented at 2020 GDEX Exhibitor Showcase

Software Developer / 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
- Implemented 3D models, developed demo software, and managed informational descriptions' tone, clarity, and story
- 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 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
- Sent out weekly newsletter via email to subscriber base detailing new sales, artist and song highlights

SKILLS

Game Design and Production

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

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 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)