A picture containing logo

Description automatically generated JOEY MAZERO

Narrative Design | Programming  
[Portfolio](https://jdogsteel.github.io/joeymazero/index.html) | [mazero.joey@gmail.com](mailto:mazero.joey@gmail.com) | [LinkedIn](https://www.linkedin.com/in/joey-mazero-35b537199/)

# WORK EXPERIENCE

## Lead Narrative Designer Spring 2020 - Present

## [*Crimson Ink Games LLC*](https://www.linkedin.com/company/crimson-ink-games-llc/about/), *Bloomington, Indiana*

* Led all narrative development for [The Shadows That Linger](https://jdogsteel.github.io/joeymazero/shadows.html), 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)*](https://news.iu.edu/stories/2017/10/iu/inside/18-bicentennial-grants.html)*, 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*](https://www.tracksonkirkwood.com/)*, 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*](https://informatics.indiana.edu/programs/bs-informatics/index.html)*, 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)