

ZACHARY JACOB JOSEPH



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SUMMARY

Driven and passionate game developer dedicated to creating meaningful, immersive, and unforgettable experiences. Fueled by a love for storytelling and innovation, I bring a unique blend of creativity and technical expertise to every project. From leading diverse teams to crafting compelling narratives and mastering cutting-edge game engines, I thrive on transforming bold ideas into engaging, polished games. With a deep belief in the power of media to educate, inspire, and connect, I am committed to pushing boundaries and delivering experiences that resonate with players and leave a lasting impact.

EDUCATION

- **Master of Science in Interactive Media & Game Development**, Worcester Polytechnic Institute, MA **May 2025**
National Society of Leadership and Success
- **Bachelor of Arts in English Literature**, Yeshiva University, NY **May 2022**
Solomon Wind Memorial Award for excellence in Jewish Studies

EXPERIENCE

- **Social Media & Tech Support, Pizza'le**, Cedarhurst NY **Jun 2025 - Present**
 - Manage social media accounts (Instagram, TikTok, Facebook), create content, and drive customer engagement.
 - Program and debug backend tools used for promotional outreach and analytics.
- **Production & Research, (Remote) Internship+**, Avalanche Comics Entertainment, NY **Jan 2023 - Present**
 - Credited as Editorial Assistant on Yonah Graphic Novel, released in September 2024, in time for Yom Kippur.
 - Spearheaded AI assistance in the comic book creation process.
 - Assisted marketing research, leading to a successful test audience for a podcast.
- **Writer, (Remote) Internship+**, All Ages of Geek, NY **Mar 2023 - Present**
 - "Guest Writer" for article writing and stories.
- **Teaching Assistant**, Narrative Design Class. Worcester Polytechnic Institute, MA **Jan 2023 – Dec 2023**
 - Mentored students alongside the professor, designing characters and developing narrative games in Twine.
- **Market Research, (Remote) Internship**, HQPixel Studios, Brooklyn NY **Nov 2022 – Feb 2023**
 - Increased sales by writing and editing blog posts on the business site and optimized Facebook business profile and posted blogs on a schedule to further promote the business.
- **Publication Group Leader, (Hybrid) Internship**, Columbia Doctors, NY **Jun 2021– Jan 2023**
- **Field Sales**, Vector Marketing, Long Island, NY. Sold \$15K of Cutco Knives **Jun 2021– Dec 2022**

SKILLS & CERTIFICATIONS

- **Technical:**
 - ✓ **Programming Languages:** JS, Java, Python, C#, C, Lua, Blueprints(Unreal), Arduino, HTML
 - ✓ **Game Engines:** Unity, Unreal, Love2D, Godot, Ren'Py, Twine
 - ✓ **Design:** Adobe, Final Cut Pro, Stable Diffusion, Probuilder, 2D Art, Flash Animation
 - ✓ **Office:** Word, Excel, PowerPoint, Outlook
 - ✓ **Website Development:** Wix, Website, SurferSEO
- **Organization Tools:** Miro, Notion, Figma
- **Certifications:** Scrum Master, Scrum Alliance 8/24
- **Languages:** Japanese (basic), Hebrew (basic)

GAME EXPERIENCE

- **Game Jams:**
 - ✓ Spooktober 2024: Oto-hime, Project Manager/Producer, Co-Writer, and Co-programmer **Sept 2024**
Reached 600+ Downloads, 2nd most popular game of the 272 in the game jam, was ranked 17th & 7th in voice acting, as well as nominated for Best Horror VA at the 2024 The Horror Game Awards.
 - ✓ Pirate Software Summer 2024: The Alchemist's Shadow, Game Design/Producer **July 2024**
 - ✓ The XPlace Summer 2024: Aetherline Defense, Narrative Design/Game Design **June 2024**
 - ✓ IGDA Game Jam Fall 2023: The Demon King is Dead, Narrative/Game Design **Oct 2023**
- **Independent Work & Class**, Worcester MA:
 - ✓ **Developer**, The Good Boy. Created a Sci-fi/Fantasy Visual Novel in Ren'Py (Python). **Apr 2024 - Present**
 - ✓ **Developer**, Evil Alien Goddess is Now My Sister. Created MVP of a Sci-fi/Fantasy Comedy Visual Novel in Ren'Py **Sept 2023 – Mar 2024**
 - ✓ **Team Lead**, Cozy Escape Room. Managed student team to produce a monetary successful escape room game **Aug 2023 – Dec 2023**
 - ✓ **Producer/Designer**, Ruth House **Aug 2023 – Dec 2023**
Managed a small student team to create POC using the "Unity Game Engine" for financial literacy game targeted for single parents to pitch to investor.
 - ✓ **Narrative & Level Designer**, Digistudio 2023 Milo's Magical Adventure **Aug 2023 – Dec 2023**
Developed stories & characters, Reworked dialogue / scenes / characters for published mobile game.