Jared Cocomazzi

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EDUCATION

Clark University, Becker School of Design   **Worcester, MA**
Master of Fine Arts (MFA), Interactive Media   **2026**
- Relevant Coursework: Literary Development of Virtual Worlds, Interactive Theater, Interactive Media Seminar

Union College   **Schenectady, NY**
Bachelor of Science (BS), Major in Biology and English, Minor in Philosophy   **2021**
- Relevant Coursework: Creatures of Myth and Legend, Film as Fictive Art, Samurai: Lives, Loves & Legacies
- Served as Treasurer for the Gaming 4 U Club, the Film Club, and the Anime Club, managing $2000 quarterly budgets

PROFESSIONAL EXPERIENCE

Clark University, Becker School of Design   **Worcester, MA**
Narrative Game Designer, Narrative & Cinematic Team - Arcadia Project   **2024 - Present**
- Led narrative design for the visual novel Snooze or Looze in the 2024 IGDA Clark Harvest Game Jam, writing the 1300-word script for the game in 48 hours in collaboration with 5 other team members (1 programmer, 4 artists)
- Spearheaded a paid fellowship research project alongside faculty researchers to create a narrative-based game exploring the similar exploitative rhetoric and environmental impact between data mining and fracking
- Developed an AI-assisted AR e-learning mobile app as a stealth project for the Clark Game Studio, with the goal of gamifying the learning process for acquiring and developing English literary skills among middle school students; worked in sprints and utilized Agile methodology to rapidly incorporate playtester feedback to improve UI/UX

Game Rant   **Ogden, UT**
Features Writer   **2022 – 2023**
- Wrote 800-1000 word headline opinion articles for Game Rant Originals based on personal insights and experiences
- Conducted industry research for writer team using press releases, official publications, and third-party statistics

ThePokéCommunity   **Sacramento, CA**
Staff Writer   **2021 – Present**
- Wrote and formatted 800-1000 word headline opinion articles for the Daily Section of ThePokéCommunity
- Initiated and wrote article series on design origins of specific characters, environmental settings, and story elements

EXTRACURRICULAR EXPERIENCE

Independent Game Designer   **2016 – Present**
- Designed systems, characters, plotline, and visual frameworks for "Chronicle", an educational tabletop RPG
- Built custom faction mods for Starcraft 2 and custom sidequest dungeon mods for Neverwinter Nights 2 using Unreal
- Designed single-player FPS platformer with Unreal inspired by Metroid Prime, using Unreal Tournament as codebase
- Wrote 5,000-word narrative script as first draft for a comedic visual novel *"The Adventure of Joost Vekkes Klaarkens"*

Champlain College – Summer Game Design Academy   **2016**
- Designed 3D action platformer "SkyMaze" (YouTube demo) and 2D side-scrolling platformer "Reign of Chaos" (YouTube demo) as Lead Programmer and UX Designer in specialized teams of four
- Refined in-game collision physics engine as an prelaunch QA tester for *Diaries of a Spaceport Janitor*

Random Hacks of Kindness   **2016**
- Provided individualized guidance as a computer science mentor to eight middle school students on how to create homebrew mobile iOS apps using the GameSalad iOS engine; received positive reviews and feedback from nonprofit
- Organized Hackathon event logistics and structured event space for 50 participants and 10 staff members

ADDITIONAL INFORMATION

- Skills: Unity, Unreal, UEFN, Marvelous Designer, Twine, Inkarnate, Trello, Miro, ChatGPT, NaomiAI, Python, SQL, C#, Maya, GameSalad, RPGMaker, 3D Modeling (Tinkercad), Photoshop, WordPress, iMovie, Microsoft Office (Word, PowerPoint, Excel), Google Suite, Facebook, YouTube, Discord
- Languages: English, Spanish (conversational)
- Interests: Starcraft, J-RPGS, D&D, MTG, creative writing, reading (sci-fi, philosophy, nonfiction), hiking, Coursera