**Joseph Kehoe**

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| **PROJECTS** |  |
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| 08/18—08/19 | **HoloWeen Defense,** *Accipiter Studios*  *Lead Producer:*   * Headed production on Mixed Reality Hololens game ‘Holoween Defense’ * Assessed thirty team members weekly to determine tasks * Created and ran biweekly sprint reviews to make sure all team members were up to date * Worked with the Microsoft Hololens to create the first 3D tower defense game on the platform |
| 08/18—Present | **Thesis Project**  *Head Director:*   * An Interactive Narrative Adventure meant to help college students on the spectrum develop social skills for college * Lead a team of seven contractors * Reached out to Autism Advocates and professionals in the community to gather feedback on the project |

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| **EDUCATION** | |
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| 05/16 | **Bachelor of Art’s in Interactive Media Design**, *Becker College – Worcester, MA*  Specialization: Creative Writing |
| 05/20 | **Master of Fine Arts in Interactive Media Design**, *Becker College – Worcester, MA* |

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| **EMPLOYMENT HISTORY** |  |
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| 08/18—05/20 | **Assistantship,** *Becker College –* Worcester, MA   * Assisted with recruitment events targeted at both under grad and MFA game programs * Led management of PAX 2019-2020 booths * Head curator of ARTHAUL, a monthly art showcase for the entire game program * Head representive of both Acccipiter studios and MFA program for PAX and GDC 2020 * Ran the Accipiter Studio Linkedin page * Promoted the Accipiter Studio twitter account |
| 08/16—08/18 | **Sales Lead,** *2nd&Charles –* Harrisburg, PA   * Aided customers in selecting appropriate games based on their interests * Trained and interviewed dozens of new employees * Conceptualized and organized multiple events meant to bring more traffic to the store |

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| **VOLUNTEER** |  |
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| 09/20 | ***Volunteer,*** *Boston Festival of Indie Games*   * Assisted vendors with display set up * Directed Event goers |
| 03/16—05/16 | **Game Design/Writing Intern**, *Rudderhaven –* Worcester, MA   * Worked on High Fantasy Pen and Paper RPG ‘Shattered Earth’ * Drafted background story documents * Conceptualized game mechanics |
| 03/16—05/16 | **Volunteer,** *Worcester First Night –* Worcester, MA   * Worked with a group of high school students to teach them Game Design * Over the course of seven weeks developed a game from start to finish |