**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
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| 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
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| 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
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| 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
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| 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
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