ZACHARY ZOHAR

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Narrative Designer / Game Designer / Screenwriter / Storyteller / Gamer & Creator

SUMMARY

Creative and entrepreneurial professional with 3+ years designing interactive experiences and live events that drive engagement and revenue. Combines narrative and game design with hands-on event facilitation and brand partnerships and activations. Skilled at turning creative vision into experiences that build community and player engagement.

EXPERIENCE

Game Master Lead & Production Consultant | Secret City Adventures | 2026 – Present

- Game Master Lead and Production Consultant for Secret City Parlor Games
- Responsible for designing, facilitating and running live interactive gameplay
- Recruiting, training and mentoring game masters and storytellers
- Supporting the design team on the development of a new custom digital app

Narrative Designer & Screenwriter | Freelance | 2024 – Present

- Designed the gameplay and core mechanics of a daily puzzle-based game for a media technology company
- Designed a new gameplay system for an independent Web3 game studio
- Primary narrative writer on multiple concurrent projects for game industry and media clients
- Led TTRPG demos and creator showcases at GenCon 2025 for Cubicle 7 Games, a leading tabletop games company
- Primary screenwriter for multiple short films produced for festivals and competitions, including the Toronto Film Festival
- Writer and designer of an in-development Dungeons & Dragons campaign book

Storyteller and Moderator | Blood on the Clocktower - Toronto | 2024 – Present

- Run weekly game sessions as storyteller, moderator and founding member of Blood on the Clocktower Toronto group

Game Experience Coordinator | Snakes & Lattes | May 2023 – Aug 2024

- Designed and facilitated interactive gaming experiences for large, diverse audiences across tabletop, roleplaying, and social deduction formats, driving new revenue streams through repeat attendance and paid events
- Collaborated with major board game publishers (e.g., Ravensburger) to deliver branded activations and sponsored events, generating incremental revenue
- Trained game masters and staff on board game rules, campaigns and game facilitation
- Supported partnership execution by aligning brand goals with authentic player experiences

Principal Designer | V-IRL Games | Apr 2022 – Sept 2023

- Led narrative systems and world design for hybrid AR game combining real-world dining experience with resource collection mechanics
- Designed questlines, dialogue trees, and immersive story mechanics for mobile platform
- Collaborated with development team to integrate narrative elements with gameplay systems

EDUCATION

George Brown College | Screenwriting & Narrative Design | 2024 – 2025
Postgraduate certificate program focused on narrative writing and campaigns for tabletop/video games and screenplays. Relevant coursework: Writer's Room, Narrative Design for Video Games, Episodic Writing, Feature Writing

Wilfrid Laurier University | BFA Game Design & Development | 2019 – 2023
Relevant coursework: Gamification, Narrative Theory, Creative Writing, Game Design Mechanics, Digital Storytelling, Sound Design

SKILLS

- Creative Writing & Storytelling
- Game & Narrative Design
- Hosting & Facilitation of Live Events
- Creator & Community Engagement
- Sponsorships & Brand Partnerships
- Gaming: Competitively ranked League of Legends player

LINKS

🌐 Website & Portfolio | 🔗 LinkedIn