ZACHARY ZOHAR

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Narrative Designer / Game Designer / Screenwriter / Storyteller

SUMMARY

Creative game and narrative designer with 3+ years of experience shaping interactive experiences across games, film, and fantasy fiction. Skilled in branching narratives, story-driven gameplay systems, and RPG campaign development. Adept at translating narrative vision into engaging mechanics that foster immersion, deepen player investment, and enhance replayability.

MISSION

Driven to craft worlds, stories, and systems that entertain, inspire, and connect players—using the power of games and storytelling to create lasting emotional and social impact.

EXPERIENCE

Narrative Designer & Screenwriter | Freelance | 2024 – Present

- Primary narrative writer on multiple concurrent projects for game industry and media clients
- TTRPG consultant and contractor for indie game studio
- 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 and founding member of Blood on the Clocktower Toronto group

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

- Designed and facilitated interactive gameplay experiences including escape rooms, tabletop role playing games, and social deduction games

- Collaborated with top-tier publishers such as Ravensburger to produce branded game events and sponsorships generating new revenue streams

Co-founder | 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

Narrative Design • Screenwriting • Game Design • World Building • Interactive Storytelling • Gamification

LINKS

🌐 Website & Portfolio | 🔗 LinkedIn