






ZACHARY ZOHAR

Narrative Designer / Game Designer / Screenwriter

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 84 Duggan Avenue, Toronto, ON M4V 1Y2 | Work Authorization: Canada and USA

PROFILE

Creative Narrative Designer with 3+ years of experience in storytelling and game design across games, film, fantasy fiction and interactive media. Skilled in designing branching narratives, designing story-driven gameplay systems and RPG campaign development. Proven ability to deliver compelling interactive experiences that deepen player engagement and drive narrative impact.

CORE COMPETENCIES

- Narrative Design • Screenwriting • Game Design • World Building • Interactive Storytelling • Gamification
- Unity • Final Draft • Twine • Ink • Lua Programming • Level Design • Quest Design
- Project Management • Team Leadership • Creative Writing • Digital Storytelling

PROFESSIONAL EXPERIENCE

Narrative Designer & Screenwriter | Freelance | 2024 – Present

- Primary narrative writer on multiple concurrent projects for film and game industry clients
- Writer and producer of 2 short films for 48-hour film challenge competitions
- Developing new IP for Dungeons & Dragons franchise

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

- Designed and facilitated interactive gameplay experiences including escape rooms, tabletop role playing games, social deduction games, and puzzle competitions
- Collaborated with top-tier publishers to produce branded game events and sponsorships generating new revenue streams

Co-founder | V-IRL Games | April 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

Marketing Executive | WLU Art Council | 2019 – 2021

- Created promotional content and designed visual materials for student engagement campaigns
- Hosted art events and managed social programs reaching 100+ students
- Developed creative programming that increased student participation by 25%

EDUCATION

George Brown College | Screenwriting & Narrative Design | Sept 2024 – Aug2025

Postgraduate certificate program with a focus on developing original screenplays for TV and film, along with narrative campaigns for tabletop and video games. Relevant Coursework: Writer's Room, Narrative Design for Video Games, Episodic Writing, Feature Writing

Wilfrid Laurier University | Bachelor of Fine Arts, Game Design & Development | 2019 – 2023 Relevant Coursework: Gamification, Narrative Theory, Creative Writing, Game Design Mechanics, Digital Storytelling, Sound Design

TECHNICAL SKILLS

Software: Final Draft, Twine, Ink, Unity, Lua, Legendkeeper, World Anvil, Google Workspace, Microsoft 365, Miro, Notion, Garageband

Specializations: Narrative Design, Screenwriting, World Building, Level Design, Quest Design, Interactive Fiction, Branching Narratives