

Zachary Millman

Writer & Narrative Designer

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WORK EXPERIENCE

NARRATIVE EDITOR

Laser Beams & Particle Streams

Remote

Jun 2025 – Sept 2025

- Edited 36 pages of dialog for 30 missions across a three act story
- Organized, wrote, and edited five page tutorial dialog around pre-existing technical framework
- Refined character voices for the four main characters with notes from the creative director

GAME DESIGN INTERN

Team Nemo Inc.

Philadelphia, PA

Jun 2024 – Sept 2024, Apr 2025 - Sept 2025

- Created working plan of puzzle, collectible, and level progression for the hub world of a multi-platform narrative platformer
- Wrote unique quest dialog for eight quests across the game world
- Implemented main and side quest progression using the narrative scripting system built in the game

GAME & NARRATIVE DESIGN INTERN

Data Analyst Intern

Philadelphia, PA

Apr 2023 - Sept 2023

- Adapted an over 30,000 word script into gameplay using Unity Dialogue System
- Worked with lead developer to create the narrative system for interactive partner-based gameplay
- Developed and tested the player interactions for a new interactive theater game with a team of six

EDUCATION

DREXEL UNIVERSITY

Bachelor of Science

Philadelphia, PA

Expected June 2026

Major in Game Design & Production; Minor in Screenwriting

Cumulative GPA: 3.93/4.0; Dean's List 2015-2016

Relevant Coursework: Advanced Game Design & Production; Screenwriting I, II; Game Writing Workshop; RPG Design & Theory

PROJECTS

PRODUCER & WRITER

Kin Tandem

May 2025 - Present

- Organized documentation and management of 18 person student team using a combination of Jira & Google Docs
- Ran weekly team meeting alongside the other project leads to ensure cohesive vision and timely work completion
- Wrote script for character dialog across the game, including four pages of repeated barks and reactionary lines

ADDITIONAL

Skills: Writing, Narrative Design, Screenwriting, Prototyping, Playtesting, Editing, Team Management, Production

Software: Unity, Final Draft, Twine, Obsidian, Jira, Perforce, Intermediate C#

Awards: GDC Narrative Review Gold Winner (2025, 2026)