

ANDREW TACHMAN

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SKILLS:

- Unity and Unreal Engine
- Adobe Photoshop and After Effects, as well as Clip Studio Paint and Procreate
- Twine and Yarnspinner

ACTIVITIES:

- Columbia University Master Class in Fiction (Summer 2017) (Selected by lecturers)
- Costume Design for Faculty Production of *H&G* (2022)
- Production
 - Wrote, produced, and acted in a live show I co-created, titled *Just Jesus*.
 - Wrote and produced my full-length play, *Relative Luminosity*.

WORK EXPERIENCE:

- **Associate Narrative and Gameplay Designer for Computer Lunch**, Brooklyn, NY (August 2023-Present)
 - Designing live, in-game events for the game *Cell to Singularity*.
 - Researching and writing about music, the human body, diseases, cats, and more.
 - Designing the narrative progression for future releases.
 - Instructed other writers and editors on our writing style and structure.
 - Established an efficient design structure and schedule with the project producer.
- **Lead Narrative Designer for Knights of the Island**, Remote (March 2023-Present)
 - Crafting the world, dialogue, and quests for our upcoming indie RPG, *WyshBound*.
- **Narrative Design Intern for Feral Cat Den**, Brooklyn, NY (Winter 2021, Winter 2023)
 - Worked with the Creative Lead and Technical Lead of the game *Genesis Noir* (2021).
 - Earned a credited role for playtesting/quality assurance.
 - Developed concepts, questlines, and mechanics for the current project, as well as for potential future games.
 - Returned in 2023 to extensively write and conceptualize for their upcoming project: *Nirvana Noir*.
- **Junior Game Writer for Petros Lales**, Remote (Winter 2022)
 - Wrote side quests and playtested for the game *God s' Margarita*
- **Digital Production Intern for House of Speakeasy**, Remote (Summer 2020)
 - Worked alongside the Executive Director and Producer on various projects, including website design, podcast development, file organization, audio editing, and social media supervision.
- **Scene Shop Carpenter**, Bennington, VT (Fall 2021-Spring 2023)
 - Built sets and worked behind the scenes on multiple performances, such as productions of *Gloria* and *Peerless*.
- **Intern for Summer Lee Jack, Costume Designer**, New York, NY (Winter 2020)
 - Visited Materials for the Arts to find props, shopped for accessories and makeup throughout New York City.
 - Assisted my employer and crew with various tasks, including the moving of set pieces, ironing and hanging costumes after each show, and assisting in quick changes during performances.

EDUCATION:

- Bennington College, Bennington, VT (August 2019-June 2023)
- BA earned, June 2023
- Concentration: Creative Writing