

Zachary McKenzie (248) 931-5013 mcken288@msu.edu

I'm a sophomore in the College of Communication Arts and Sciences studying game design and writing. I am passionate about writing for video games. I have written various works to develop my writing ability. I also have experience in concept art and pixel art where I often communicate writing ideas into a physical medium.

Education

Michigan State University, East Lansing, MI

Bachelor of Arts, Games and Interactive Media Design

May 2026

GPA: 4.0

Experience

Game Writing (MI 430), East Lansing, MI

August 2023 - December 2023

World Design Document - Final Class Project

- Developed a rich game history involving a world full of warring nations and political intrigue
- Wrote multiple characters, all of which have their own diverse backstories and motives
- Imbued mystery into lore via secret organizations and use of cosmic and eldritch horror

Imagine Theaters, Rochester Hills, MI

July 2023 - September 2023

Cashier and Usher

- Collaborated in a team of 5 to ensure cleanliness of the facility by sweeping theaters
- Comforted and interacted with distressed customers to ensure a high quality experience
- Created a peaceful environment for moviegoers by addressing disorderly behavior

Plumbing By The Gas Guys, Lake Orion, MI

June 2021 - September 2021

Assistant Plumber

- Acted as an understudy and general assistant to an expert plumber
- Moved plumbing equipment and assembled materials for plumbing projects & commissions
- Interviewed and inquired with customers about concerns with their damaged plumbing

Involved Organizations

CRU AT STATE, East Lansing, MI

September 2022 - Current

Servant Team Member

- Lead bible study where I address difficult questions on belief and the nature of God
- Assisted for setting up events for college students to build Christian fellowship
- Participated in Christian outreach events where Cru shares the Gospel to diverse audience

Skills

1. Skilled in Krita, Aseprite and Piskel
2. Experienced in Microsoft Office and Google Suite
3. C#
4. Unity Game Editor

Writing Samples

[Argument Game Instructions](#)

[World Design Document](#)

[Character Profiles](#)

[Game Writing Project](#)

[Additional Character Profiles](#)

[Pitch Document](#)

[Short Stories \(Unfinished\)](#)

[Robot Conversations \(Unfinished\)](#)

Art / Game Design Samples

[ArtStation Link](#)

<https://mcken288.itch.io>

[Art Google Drive Link](#)