Tamaika Joseph

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PROFILE

Undergraduate student dedicated to learning technological skills to enhance empathetic narratives by incorporating people of color, and creating a more inclusive industry.

EDUCATION

Hunter College, New York, NY - Bachelors in English Literature January 2021 - December 2023

GPA 3.8, 2023 Dean's list, Concentration: Creative Writing, Minor in media studies.

Relevant coursework: Workshop in Fiction 2, Intro to Creative Writing, Digital Storytelling, and Concepts in Gaming.

- Edited and gave feedback to peers on their creative oeuvre to improve clarity and conciseness in the narrative.
- Utilized technology to transform the narrative.
- Presented a PowerPoint on racial representation in video games.

University of Sussex, Falmer, England - Study Abroad

July 2023

Relevant Coursework: Media and Film /English: Video Games: Creative and Critical Writing

- Composed narratives and shooting scripts; created avatars; developed fictional worlds.
- Reflected and analyzed the social implications of game design, considering discourses around gender, race, and sexuality.
- Evaluated the appropriateness of different approaches to solving problems when relating the creative aspect of game design to critical reflection on the social aspects of games.

EXPERIENCE

Rockowitz Writing Center, New York, NY - Hunter College Undergraduate Tutor Sept 2023 - Present

- Proficient in breaking down complex literary concepts to facilitate better student comprehension.
- Provided constructive feedback to help students improve their writing and critical thinking skills.
- Participated in workshops or training sessions to stay informed about new teaching methods and resources.
- Accommodated diverse learning needs by adjusting tutoring approaches based on individual student progress and feedback.

Top Resumes Now, Brooklyn, NY - Copywriter Intern

July 2023 - August 2023

- Managed multiple projects simultaneously while adhering to deadlines.
- Receptive to constructive criticism and willing to revise and refine as needed.
- Conducted thorough research on industries and target markets to inform copy.

PROJECTS

Creme Savers Nov 2022

Honorable Mention for the 2023 Edith Goldberg Paulson Memorial Prize for Creative Writing Independent Game Narrative project

In a world ravaged by the dead, two women try to cling to the world they once knew desperately. Together, they go on a journey to re-up supplies and uncover something shocking.

Afro-performative Ceiling

August 2023

Independent Critical Analysis Essay

The Afro-Performative Ceiling examines and contrasts two popular titles, "Detroit: Become Human" and "The Walking Dead," which approaches blackness, black characters, and important themes to construct feelings of empathy in dystopian worlds.

Room 707 August 2023

Independent Game Narrative Project

Room 707 is a modern Japanese horror tale that weaves its web with journal entries, trapping its readers in a nightmarish dance between reality and illusion.

All Sin December 2022

Group TableTop Game Project

All Sin challenges players to bring out the worst in themselves to compete. Four players will become aristocrats embodying their worst vices and play through a series of gambling mini-games to win anything their heart desires.

Race and Representation in Video Games

Nov 2022

Independent Presentation

Presented to a class of 50 students and sought to inform students how we can authentically represent Poc characters. Several Popular titles and the demographic of gamers were examined and discussed.

SKILLS

Intermediate Haitian Creole, Microsoft Office Suite, Google Workspace, Adobe Creative Suite, HTML, Twine, CSS, and WordPress.