

**Zack Wood**  
[wzackw.com](http://wzackw.com)  
+1 (706) 872-2484 (Skype)  
zackaria85@yahoo.com

## EDUCATION

<b>PhD in Art</b> on <i>yōkai karuta</i> , Kyoto Seika University, Japan	March 2025
<b>MA in Manga</b> , Kyoto Seika University, Japan	March 2021
<b>Kyoto Seika University President's Award</b> for community-building	March 2020
<b>BA in East Asian Studies</b> with honors, Stanford University, California	June 2007

## TRANSLATION WORK

<b>Freelance Video Game Translator</b> , Japanese to English	2014-Present
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## PERFORMANCES

<a href="#">Graduation</a> , <a href="#">Seedling</a> , and <a href="#">KAK TAK</a> at UrBANGUILD in Kyoto, Japan	June 2024-Feb. 2025
<a href="#">OKIRU</a> at Kyoto Seika University Graduation Exhibition	February 2024
<a href="#">Surrender</a> (physical game) at IndieCade: EU in Paris, France	October 2017
at Playful Arts Festival in Den Bosch, Netherlands	April 2016
<b>Playful Chef</b> (interactive performance) at Playin' Siegen in Siegen, Germany	April 2017
at Game City in Nottingham, UK	November 2014
<b>Curse of Play</b> (interactive performance) at Playpublik in Krakow, Poland	August 2014

## GAME DEVELOPMENT

<a href="#">Monster Garden</a> (digital game) at Busan Indie Connect in Busan, Kyoto	September 2018
at BitSummit in Kyoto, Japan	June 2018

## EVENTS / WORKSHOPS

<b>Monster-Making Workshops</b> at universities in and around Kyoto, Japan	April 2024-April 2025
<a href="#">Playtest Kyoto</a> (urban games festival) in Kyoto, Japan (co-organizer)	March 2024
<b>Kujoyama Game Jam</b> at Villa Kujoyama in Kyoto, Japan (co-organizer & host)	May 2019
<b>Physical game creation workshops</b> at Parallelwelten in Berlin, Germany	May 2017

## WRITING

Contributing writer to <a href="#">The Infinite Playground</a> by Bernie De Koven (MIT Press)	2020
"Games Beyond the Screen: Festivals of Play Across the Western World" in <i>Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives</i> (IGI Global)	2016

## VISUAL ART

<a href="#">Monster Garden Oracle Cards</a> (44-card deck for divination)	Printed January 2023
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## DESCRIPTION OF SELECTED WORKS

**Doctoral dissertation (2025)**: Examined a card game called “yōkai karuta” from the mid-1800s that featured *yōkai*, or traditional Japanese monsters. First in-depth analysis of these cards in English. Focused on how the cards reference folk spiritual traditions.



**KAK TAK (2024)**: Performance with Russian-language poetry read by Ian Knives. First of three performances around the theme of the inner child at UrBANGUILD in Kyoto, Japan.



**OKIRU (2020-2024)**: Fourth and last in a series of performance held during my studies at Kyoto Seika University exploring how physical games can be used to make space for monsters. Led students in co-creative development process using games to make site-specific performances.



**Monster Garden Oracle Cards (2023)**: Deck of 44 cards for divination, based primarily on characters from my game Monster Garden (released 2018).



**Surrender (2015)**: Interactive experience for three people about touch, exploring the vulnerability of physical games. Developed with Sarah Homewood, Johannes Følsgaard and Olli Harjola at the Lyst Summit Game Jam. Voted best work by participants.