ZACH GAGE

Zach Gage is a game designer, programmer, educator, and conceptual artist from New York City.

His work often explores the powerful intersection of systems and social dynamics, through both interrogating existing systems in digital spaces, and framing entirely new systems through games.

An Eyebeam Alumni, Apple Design and Game of The Year Award Winner, and BAFTA Nominee, he has exhibited internationally at venues like the Venice Biennale, the New York MoMA, The Japanese American National Museum in Los Angeles, XOXO Festival in Portland, FutureEverything in Manchester, The Centre for Contemporary Art Ujazdowski Castle in Warsaw, and in Apple stores worldwide.

His work has been featured in several online and printed publications, including The New York Times, Art in America, The New York Times Magazine, EDGE Magazine, Rhizome.org, Neural Magazine, New York Magazine, and Das Spiel und seine Grenzen (Springer Press).

In games, he is best known for SpellTower, Ridiculous Fishing, Sage Solitaire, and Lose/Lose.

EDUCATION

2010   MFA – Art Design Technology, Parsons: The New School, New York, NY
2007   BS – Art, Skidmore College, New York, NY

SELECTED SOLO EXHIBITIONS

2016   Glaciers, Postmasters Gallery, New York, NY

SELECTED GROUP EXHIBITIONS

2017   No Vacancy 3, ALT ESC @Squat Gallery, New York, NY

2015   *Eyebeam in Objects*, UPFOR, Portland, Oregon
       UPFOR Gallery, UNTITLED Art Fair 2015
       Beg Borrow or Steal, Recess Annual Fundraiser, New York, NY
       Connected Worlds, New York Hall of Science, New York, NY
       Eyebeam In Objects, Upfor Gallery, Portland, OR
       Recess Annual Fundraiser, New York, NY

2014   *Eyebeam Awards,* Sony Wonderlab, New York, NY

2013   *Internet Week 2013*, New York, NY
       Eyebeam Annual Showcase, New York, NY

Dear Diary: Update All, Neuberger Museum of Art, Purchase, NY
Abécédaire du web, Montreal, QC
Sight+Sound Festival, Montreal, QC
Independent Games Festival, San Francisco, CA

2011   *Indiecade*, Los Angeles, CA
       Fantastic Arcade, Austin, TX
       Future Babycastles Opening / BLOCK PARTY, Babycastles Kent Space, New York, NY
       FutureEverything, Manchester, UK
       Terraforms, Babycastles 42nd St space New York, NY
       Independent Games Festival, San Francisco, CA

2010 *The Last Supper Salon*, 3rd Ward, Brooklyn, NY
       The Future is Not What it Used to Be, Centre for Contemporary Art Ujazdowski Castle, Warsaw, Poland
       Giant Robot Presents: Pixel Pushers, Giant Robot, Los Angeles, CA
       OneZero - Parsons MFA Show, New York, New York

2009   Rhizome.org, online, http://rhizome.org/editorial/3075
       Electro Online, Online Component of Electro Fringe New Media Festival,
       http://www.electrofringe.net/2009/electroonline

2008   *Plugged*, An Alumni Invitational Exhibition Featuring Photography & New Media, Skidmore College, Saratoga Springs, New York

2007   *iheartphotograph*, Higher Pictures Gallery, NYC, New York
       Skidmore Senior Art Exhibition (Honors), The Tang Museum, Saratoga Springs, New York

PRESS AND PUBLICATIONS

2018   Carter Dotson, "Zach Gage Announces 'Pocket-Run Pool'," Touch Arcade, May 21
2017   Rollin Bishop, "How Zach Gage fine-tuned the difficulty curve of *Typeshift*," Gamasutra, May 12
2016   Martha Schwendener, "SoHo and TriBeCa, a Cradle of Contemporary Art," The New York Times, April 21
       Michelle Ehrhardt, "GLACIERS WRITES POETRY USING GOOGLE'S MOST POPULAR SEARCHES," Kill Screen Magazine, March 30
       Kris Ligman, "Of cannibals and time travelers: a conversation with Zach Gage," ZAM, March 25
2015   Ashley Stull Meyers, "Eyebeam in Objects: A Conversation with Roddy Schrock," Temporary, October 7
       E. Odin Cathcart, Objectifying Our Digital Lives, Hyperallergic, September 30
       K.Sundberg, "Eyebeam brings Technology-Focused Art into the Foreground with Portland Show," Artsy, September 22
       "EO Artist Interviews: Zach Gage," Electric Objects
       Simon Parkin, "Redesigning the world's most-played PC game," Eurogamer, February 9
2014   Carey Dunne, "Accessing The Accuracy Of A Twitter Bot That Claims To Predict The Future," Fast Company, February 10
2013   Jason Huff, "Interview: Zach Gage," Art Haps
       Russ Pitts, Cloned at Birth: The Story of Ridiculous Fishing, Polygon, April 2013
2012   David Their, "Indie Developer Zach Gage's Crazy/Shrewd Plan to Topple Angry Birds and Draw Something," Forbes Online, April 20
       Sam Anderson, "Just One More Game…," The New York Times Magazine, April 8th

"People: Zach Gage," EDGE Magazine, February 2012
2011 Joshua Noble, "Interview with Zach Gage," Rhizome, February 16
2010 "Temporary.cc, interaction is destruction," Neural Magazine, Issue 35
"Lose/Lose," Passagen des Spiels II
2009 Elinor Mills, "Mac Game: Art project or malware?," CNET, November 4
Tim W., "Interview: Zach Gage Caught in a Lose/Lose Situation," IndieGames, December 14
Stephen Totilo, "The Dangerous Video Game You Weren't Supposed To Play," Kotaku, November 9
Michael Conroy, "The computer game that destroys your files," Wired, September 22
Ben Nahorney, OSX.Loosemaque: It's Not Just a Game Anymore, Symantec, November 3
Jack Schofield, Mac game deletes your files: is it malware or is it art?, The Guardian, November 4
Lose/Lose trojan game threat for Apple Mac users, InfoSecurity Magazine, November 6
2007 Joshua David Stein, "A Photo Blogger Lands Her Own Gallery Gig," Mentioned in Critic's Text - New York Magazine, October 19

Awards and Honors

2016   Sage Solitaire: Honorable Mention for Nuovo Award at the Independent Game Festival Awards

2016   Sage Solitaire: Honorable Mention for Best Mobile / Handheld Game at the Game Developers Choice Awards

2014 Ridiculous Fishing: Game Developers Choice Awards - Best Mobile Game Nominee

2014 Ridiculous Fishing: Satellite Awards - Best Mobile Game Nominee

2014 Ridiculous Fishing: BAFTAs - Best Mobile Game Nominee

2013 Ridiculous Fishing: Apple's iOS Game of The Year

2013 Ridiculous Fishing: Apple Design Award Winner

2012 SpellTower: PAX East: Indie Showcase

2012 Ridiculous Fishing: Nomination for Indie Best Mobile Game at the Independent Game Festival Awards

2012 SpellTower: Touch Arcade Game of The Year Runner Up

2011 SpellTower: Best App Ever Awards - Best Word Game of the Year

2011 Halcyon: Finalist at Indiecade

2011 Halcyon: Nomination for Indie Best Mobile Game at IGF

2010 Lose/Lose: CRITICAL GLITCH ARTWARE CATEGORY at BLOCKPARTY and NOTACON

2009 Parsons Little Big Planet Design Jam, Best of Jam Print Magazine