

VERED ZIV

DAVIE , F L O R I D A

veredrziv@gmail.com

Game Designer · Founder of MIRRI · Performer

I design systems that help people better understand themselves and others. Games, code, stage performances and psychology are interwoven to me: good mechanics create designs that people grow from and love. I built MIRRI on that idea and shipped it to both app stores before finishing high school at sixteen.

FOUNDER & CODING

Founder MIRRI

2023 - PRESENT

A gamified way to make friends and discover yourself: people answer surveys, then meet others through the shape of their answers.

- Designed the psychology and the game loop: matching that rewards honesty over performance.
- Built and shipped the product to the iOS and Android app stores.
- Grew to 3,000+ active users with no paid acquisition.

Cofounder Studybiz

2023 - PRESENT

My cofounder and I launched a web platform where students connect and share their study notes, growing a peer community around coursework. To date the platform has seen thousands of transactions.

LEADERSHIP & MENTORING

Board Member InsideOut Theatre Company

2024 - PRESENT

Helps steer productions and mentors the next round of young performers.

Board Member CTeen, Cooper City

2 YEARS, ELECTED

Plans programming and leads a peer community of teens.

Theatre Mentor Volunteer

400 HOURS

Coaches kids in acting, blocking and stage presence; the largest slice of 1,000+ total volunteer hours.

Counselor Kadima Camp

3 SUMMERS

Led camper groups three years running, across ages 5-15.

Madricha Maccabi Youth Group

2 YEARS

Participated in game activities designed to connect kids within each year.

HOW I THINK ABOUT GAME DESIGN

Mechanics as questions

A survey is a boring form until answering it earns you a friend. MIRRI's loop turns disclosure into connection, so honesty becomes the winning strategy.

Systems become art

Storyboard, character development and quest gateways become designed resolutions.

Psychology as the guide

Behavioral research and survey design inform design concepts.

Stage as playtesting

Eight years of performing and running backstage tech taught me to understand performance and perspective in real time. Same lens I use when creating mobile applications.

4.0 GPA UNWEIGHTED, 10 APS	1,000+ VOLUNTEER HOURS	16 AGE AT GRADUATION	Top 2% MENSA
--------------------------------------	----------------------------------	--------------------------------	------------------------

TOOLKIT

ENGINES

Unreal Engine, game systems design

CODE

JavaScript, product & UX, CAD

RESEARCH

Behavioral psychology, survey design

CRAFT

Graphic design, videography, photography

LANGUAGE

English, German

HONORS

- Mensa member, top 2% (inducted age 5)
- Minecraft tournament champion
- Track regionals, 3rd place, 2019
- Poem on the Moon Contest winner, 2021
- You've Got a Friend in Me award, InsideOut, 2024
- Secret Comedian award, InsideOut, 2025
- Most Dedicated award, InsideOut, 2026
- Competitive chess, Miramar Chess Club
- Trained in western horse riding

SELECTED STAGE

Ensemble

Les Misérables (professional)

Backstage tech

Phantom of the Opera, Fiddler on the Roof

Janis, lead

Mean Girls, Jr., 2024

Medda, lead

Newsies, Jr., 2024

Mrs. Potts

Beauty and the Beast, Jr., 2023

EDUCATION

High school diploma at 16

Graduated early with a 4.0 unweighted GPA and 10 AP courses; heading toward game design and psychology.