Zach Gage

Born
1985   New York City, New York

Education

2010   Parsons: The New School, New York
          MFA - Art Design Technology

2007   Skidmore College, New York
          BS - Art

Selected Awards and Honors

2020   Card of Darkness: Honorable Mention Best Mobile Game at the Game Choice Awards

2020   Card of Darkness: Honorable Mention Best Mobile Game at the Game Choice Awards

2019   Card of Darkness: #1 Apple Arcade game, 148Apps

2019   Card of Darkness: The 10 Apple Arcade launch games you have to play, The Verge

2019   Card of Darkness: Top 10 best mobile games of 2019, Paste Magazine

2019   Typeshift: 50 best mobile games of 2010s, Paste Magazine

2019   Card of Darkness: 50 best mobile games of 2010s, Paste Magazine

2019   Ridiculous Fishing: 50 best mobile games of 2010s, Paste Magazine

2018   Flipflop Solitaire: Honorable Mention Best Mobile Game at the Game Choice Awards

2017   Flipflop Solitaire: 40 Amazing Free Games for iPhone and iPad, STUFF Magazine

2017   Flipflop Solitaire: My Favorite iOS Games of 2017, Mac Stories

2017   Typeshift: My Favorite iOS Games of 2017, Mac Stories

2016   Really Bad Chess: Top 20 videogames of 2016 from Ars Technica

2016   Really Bad Chess: Best of 2016 from Touch Arcade

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

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

2015   *Electric Objects Art Club*: Awarded a Commission

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 2010

2009   Parsons Little Big Planet Design Jam
       Best of Jam
       Print Magazine, February 2009 - http://www.printmag.com/design_articles/new_game_in_town/tabid/474/Default.aspx
       Joystiq - http://playstation.joystiq.com/2008/09/23/parsons-students-create-shadow-of-the-littlebigcolossus/

Selected Solo Exhibitions

2016   Postmasters Gallery, Glaciers
       New York, NY

Selected Group Exhibitions

2019   Now Play This- A Festival of Experimental Game Design
       London, UK

2019   Recess Annual Fundraiser, Beg Borrow or Steal
       New York, NY

2018   Recess Annual Fundraiser, Beg Borrow or Steal
       New York, NY

2017   Recess Annual Fundraiser, Beg Borrow or Steal
       New York, NY

2016   MoMA PopRally 10th Anniversary Party, Instructions for Party
       New York, NY

2016   Recess Annual Fundraiser, Beg Borrow or Steal
       New York, NY

2015   New York Hall of Science, Connected Worlds
       New York, NY

2015   Upfor Gallery, Eyebeam In Objects
       Portland, OR

2015   Recess Annual Fundraiser
       New York, NY

2014   Sony Wonderlab, Eyebeam Awards
       New York, NY

2013   Internet Week 2013
       New York, NY

2013   Eyebeam Annual Showcase
       New York, NY

2013   Neuberger Museum of Art, Dear Diary: Update All
       Purchase, NY

2012   Abécédaire du web

Montreal, QC

2012 Sight+Sound Festival
      Montreal, QC

2012 Independent Games Festival
      San Francisco, CA

2011 Indiecade
      Los Angeles, CA

2011 Fantastic Arcade
      Austin, TX

2011 Future Babycastles Opening / BLOCK PARTY
      Babycastles Kent space, New York, NY

2011 FutureEverything
      Manchester, UK

2011 Terraforms
      Babycastles 42nd St space New York, NY

2010 The Last Supper Salon
      3rd Ward, Brooklyn, NY

2011 Independent Games Festival
      San Francisco, CA

2010 The Future is Not What it Used to Be
      Centre for Contemporary Art Ujazdowski Castle, Warsaw, Poland

2010 Giant Robot Presents: Pixel Pushers
      Los Angeles, CA

2010 OneZero - Parsons MFA Show
      New York, NY

2009 The 2009 Venice Biennale : Out There: Architecture Beyond Building
      Venice, Italy

2009 Rhizome.org
      Online
      http://rhizome.org/editorial/3075

2009 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

2007 Skidmore Senior Art Exhibition (Honors)
      The Tang Museum, Saratoga Springs, New York

Selected Press and Publications

2020 Zach Gage - Dreaming of Systems
      Killscreen
      https://killscreen.com/zach-gage/

2019 Zach Gage - The Challenge of Simplicity
      Apple AppStore
      https://apps.apple.com/us/story/id1258800222

2019 21 Mobile Game Companies to know
      BuiltIn
      https://builtin.com/media-gaming/mobile-game-companies

2018 Indie Spotlight: Zach Gage on reinventing old classics and beating the clones
      PocketGamer
      https://www.pocketgamer.biz/interview/68253/indie-spotlight-zach-gage/

2018 Pool on your iPhone is better when it's more like a video game
      The Verge
      https://www.theverge.com/2018/5/24/17386358/pocket-run-pool-zach-gage-
iphone

2018 Pocket-Run Pool is indie dev Zach Gage's version of 8-Ball
      VentureBeat
      https://venturebeat.com/2018/05/23/pocket-run-pool-is-indie-dev-zach-gages-
version-of-8-ball/

2018 Pocket-Run Pool Is the Best Billiards Game on iOS
      Lifehacker
      https://lifehacker.com/pocket-run-pool-is-the-best-billiards-game-on-
ios-1826593163

2017 One designer's ongoing quest to make the perfect mobile Solitaire
      The Verge
      https://www.theverge.com/2017/11/9/16629238/flip-flop-solitaire-iphone-zach-

gage

2017   Typeshift Enlightens Word Nerds With Masterful Game Design
       Wired
       https://www.wired.com/2017/03/typeshift-good-game-design/

2017   'SPELLTOWER' AND THE PROMISING FUTURE OF MOBILE GAMES
       Inverse
       https://www.inverse.com/article/27712-zach-gage-spelltower-mobile-games-
interview

2017   How Designers Engineer Luck Into Video Games
       Nautilus
       http://nautil.us/issue/70/variables/how-designers-engineer-luck-into-video-games-
rp

2016   Who Says Games Need to Be Fair?
       Slate
       http://www.slate.com/articles/technology/gaming/2016/10/
really_bad_chess_proves_that_games_don_t_need_to_be_fair.html

2016   *'Really Bad Chess': A Game That Introduces An Element Of Luck*
       NPR
       http://www.npr.org/2016/10/16/498135787/really-bad-chess-a-game-that-
introduces-an-element-of-luck

2016   *Glacial Pace: The Generative Art of Zach Gage*
       Art in America
       http://www.artinamericamagazine.com/news-features/news/glacial-pace-the-
generative-art-of-zach-gage/

2015   *EO Artist Interviews: Zach Gage*
       Electric Objects
       https://zine.electricobjects.com/interviews/zach-gage

2015   *Interview: Zach Gage*
       Offscreen Magazine, Issue 10
       http://www.offscreenmag.com/issue10/

2015   *Redesigning the world's most-played PC game*
       Eurogamer
       http://www.eurogamer.net/articles/2015-09-17-redesigning-the-worlds-most-
played-pc-game

2014   *Accessing The Accuracy Of A Twitter Bot That Claims To Predict The Future*
       Fast Company
       http://www.fastcodesign.com/3042189/assessing-the-accuracy-of-a-twitter-bot-

that-claims-to-predict-the-future

2013 *Interview: Zach Gage*
      Art Haps
      https://www.arthaps.com/blog/zach_gage_interviewed_by_jason_huff_1

2013 *Cloned at Birth: The Story of Ridiculous Fishing*
      Polygon
      http://www.polygon.com/features/2013/4/24/4257958/cloned-at-birth-the-story-of-
ridiculous-fishing

2012 *Indie Developer Zach Gage's Crazy/Shrewd Plan to Topple Angry Birds and
Draw Something*
      Forbes Online
      http://www.forbes.com/sites/davidthier/2012/04/20/indie-developer-zach-gages-
crazyshrewd-plan-to-topple-angry-birds-and-draw-something/

2012 *Just One More Game…*
      The New York Times Magazine - April 8th, 2012
      http://www.nytimes.com/2012/04/08/magazine/angry-birds-farmville-and-other-
hyperaddictive-stupid-games.html?pagewanted=4&_r=1&hpw

2012 *People: Zach Gage*
      EDGE Magazine
      February, 2012

2011 *Interview with Zach Gage*
      Rhizome.org
      http://rhizome.org/editorial/2011/feb/16/interview-zach-gage/

2010 *Temporary.cc, interaction is destruction*
      Neural Magazine, Issue 35.
      http://www.neural.it/art/2010/01/temporarycc_interaction_is_des.phtml

2010 Lose/Lose
      Passagen des Spiels II
      http://www.springer.com/springerwiennewyork/art/book/978-3-7091-0084-4

2009 *Mac Game: Art project or malware?*
      CNET
      http://news.cnet.com/8301-27080_3-10391185-245.html

2009 *Interview: Zach Gage Caught in a Lose/Lose Situation*
      IndieGames
      http://www.indiegames.com/blog/2009/12/interview_zach_gage_caught_in.html

2009 *The Dangerous Video Game You Weren't Supposed To Play*

Kotaku
http://kotaku.com/5400213/the-dangerous-video-game-you-werent-supposed-to-play

2009   *The computer game that destroys your files*
Wired.co.uk
http://www.wired.co.uk/news/archive/2009-09/22/the-computer-game-that-destroys-your-files?page=all

2009   *OSX.Loosemaque: It's Not Just a Game Anymore*
Symantec
http://www.symantec.com/connect/blogs/osxloosemaque-it-s-not-just-game-anymore

2009   *Mac game deletes your files: is it malware or is it art?*
The Guardian
http://www.guardian.co.uk/technology/blog/2009/nov/04/mac-game-art-deletes-files

2009   *Lose/Lose trojan game threat for Apple Mac users*
InfoSecurity Magazine
http://www.infosecurity-magazine.com/view/5073/loselose-trojan-game-threat-for-apple-mac-users/

2007   *A Photo Blogger Lands Her Own Gallery Gig*
Mentioned in Critic's Text - New York Magazine, October 29, 2007 Issue
http://nymag.com/arts/art/features/39584/