

# Joshua Fernandez

## Narrative Designer | Game Designer

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## Professional Summary

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*Narrative Designer specializing in branching storytelling, player agency systems, and immersive worldbuilding. Experienced in Unity, Unreal Engine, and Twine, with expertise in narrative integration, systems design, and cross-functional collaboration.*

## Experience

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### **Eleos Games** | Narrative Designer

*January 2024 – December 2024*

- Designed **25%** of enemy narrative content, main character backstories and the first act storyline development establishing tone and emotional investment early in the player journey
- Architected quest design structure for **40%** of first act tutorials, missions, and side quests, ensuring clear onboarding and escalating narrative stakes

### **Everything's Fine Productions** | Narrative Designer

*August 2021 – August 2022*

- Restructured over **60%** of early narrative structure by introducing a mentor-driven dialogue system, authored **39** journal entries and all in-game dialogue to support player-driven discovery
- Implemented a modular Unity dialogue framework with trigger-based activation, subtitle/audio sync, portrait swapping, and timed sequencing to integrate **20+** narrative segments to deliver diegetic guidance, lore, and progression cues.

### **Clueless Games** | Game Designer

*July 2021 – August 2021*

- Designed and balanced all **8** playable characters including classes, archetypes, attributes, attacks & their descriptions, establishing the foundational combat identity for the project.
- Developed unique risk–reward combat mechanics (glass cannon scaling, status manipulation, resource-based attacks, timing-dependent setups) to create varied strategic playstyles.

### **The Mind Of Jay** | Narrative Designer

*January 2021 – June 2021*

- Authored a **70+** page long narrative and converted it into an interactive structure, utilizing **130+** branching narrative paths and **3** distinct endings in Twine, carefully pacing information flow and passage connectivity to maintain tension and clarity.
- Conducted **4** revision cycles with external proofreaders, eliminating structural inconsistencies and refining narrative cohesion and emotional impact.

### **M.A.G.I.C.** | Game Designer

*August 2017 – August 2018*

- Refined modular clue and alibi systems by linking dialogue interactions to evidence collection and reinforcing risk–reward dynamics to encourage investigative gameplay and increasing replay variation.
- Reworked testimony logs into key-phrase tracking to streamline information management by over **80%** and deepen deductive mechanics.

## Skills

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**Narrative Systems:** Branching dialog architecture, player choice & consequence, quest & progressions design, environmental storytelling, character arc development, interactive script formatting (twine, ink style logic)

**Design & Production:** Level design, combat design & encounter support, economy & rewards distribution, prototyping, open world exploration support, cross disciplinary collaboration

**Tools:** Unreal Engine, Unity, Twine, Visual Studio, Adobe Photoshop, Adobe XD, Figma

## Education

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**University of Central Florida** | Bachelor of Arts | *Digital Media*

**Miami Dade College** | Associate in Arts | *Computer Science*

**Miami Dade College** | Associate in Science | *Game Development and Design*