

# JOSHUA FERNANDEZ

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## STUDENT / HOBBY PROJECTS

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

*January 2024 – December 2024*

*Project: TBA*

- Produced content including 25% of enemies' lore and attack patterns, main characters' backstories, and the first act's storyline.
- Established quest design structure for 40% of tutorials, missions, and side quests in the first act
- Assisted with gameplay features including combat, weapon balance, open-world exploration, and enemy encounters

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

*August 2021 – August 2022*

*Project: [Realms](#)*

- Crafted 10+ combat arenas and 4 puzzle sections to progressively test players and pace gameplay to prevent staleness between enemy encounters and brainteasers
- Constructed levels in Unity by creating whiteboxes that utilize all the players' abilities and planning content distribution to space out rewards, match story beats, and craft tutorials explaining game mechanics
- Utilized 30+ art assets to emphasize environmental storytelling, set dress areas, texture buildings and place enemies and interactables to make environments that encourage exploration and reward experimentation
- Drafted 39 journal entries to feed players information at their own pace should they be curious or unsure about controls, gameplay, enemies or the lore
- Wrote and voiced over 90% dialogue to ease players into the narrative while enveloping them into the story and using diegetic elements to guide players onto a set path while encouraging exploration

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

*November 2021 – December 2021*

*Project: [Miscreant Mash](#)*

- Designed and crafted character sheets including concepts, archetypes, stats, and potential abilities. These provided variety for content and laid the foundation for development including balancing and coding tasks
- Designed 3 UX/UI menus in Figma to display information for crafting teams or combat and developed 80% of the game's sounds for better polish and satisfying feedback

### **Game Designer** | Florida Interactive Entertainment Academy

*August 2021 – September 2021*

*Project: [Lootbox Swipe](#)*

- Prototyped 6 gameplay actions by utilizing Unreal Engine's Blueprints to vary gameplay including raising passive income, lowering interest, buying lootboxes and viewing rewards
- Outlined all gameplay systems to write charming content including 16 item descriptions and balance the economy to ensure gameplay isn't unfulfilling after extended play sessions
- Designed UX/UI menus in Adobe XD to produce an intuitive interface that and displays gameplay actions and stats clearly

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

*January 2021 – June 2021*

*Project: [Darkest Abyss](#)*

- Wrote and authorized a story document spanning 70+ pages. Multiple rounds of revisions and feedback from readers allowed me to cover plot holes, revise chapters and endings, and cut unnecessary content
- Programmed 130+ branching paths and 3 different endings to increase replay value and encourage experimentation
- Implemented customization including personalized names, interests, and preparing 30 context sensitive pronoun sets so players from all backgrounds could tailor their experience and better immerse themselves within the story

### **Game Designer** | Miami Animation and Gaming International Complex

*August 2017 – August 2018*

*Project: [VOID](#)*

- Sketched gameplay systems including the clue system to collect items for information and the teammate alibi system to learn about the relationships and actions of different crewmates
- Devised content for dialogue trees and item descriptions to match character personalities and leave information for players to use comfortably after each randomized playthrough
- Surveyed 150+ testers and utilized feedback to create iterations plans documenting player behaviors, concerns and actions. The plans allowed the team to rework tutorials, design different game elements and polish gameplay

## EDUCATION

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*Coursera* | Google Certificate | *UX Design*

*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*