

# JOSHUA FERNANDEZ

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## RELATIVE PROJECTS

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

*January 2024 – December 2024*

#### ***Project: Kibo and the Cursed Lands (Subject to NDA)***

- 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***

- 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
- Constructed levels in Unity to plan content distribution to space out rewards, match story beats, implement dialogue sections and craft tutorials explaining game mechanics

### ***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***

- Devised content for dialogue trees and item descriptions to match character personalities and leave information for players to use comfortably after each randomized playthrough
- 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

## WRITING PROJECTS

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“Halo X DOOM: Infinite Hatred, Eternal Affairs” (Fan Made Screenplay)

“Darkest Abyss: Chapter 7 Excerpt” (Story Excerpt)

“Reign Hellfire” (Story Prologue)

“Infamous” (Student Screenplay)

“Lights, Camera, Action!” (Student Screenplay)

## SKILLS

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|-----------------|--------------------|------------------|------------------|--------------------|-------------------|
| • Unreal Engine | • UE Blueprints    | • Game Design    | • Economy Design | • Narrative Design | • Adobe Photoshop |
| • Unity         | • Visual Scripting | • Content Design | • Prototyping    | • Storytelling     | • Adobe XD        |
| • Twine         | • Visual Studio    | • Level Design   | • Combat Design  | • Scriptwriting    | • 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*