

JOSHUA FERNANDEZ

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PROJECTS

Narrative Designer | Eleos Games

January 2024 – December 2024

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

- Produced content including 25% of enemies' lore, 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 test players and prevent staleness between enemy encounters
- Constructed levels in Unity by utilizing 40+ assets to make environments that reward experimentation and promote environmental storytelling
- Drafted 39 journal entries to house all knowledge at the player's leisure to view and wrote over 90% dialogue to envelope players into the story and guide them

Game Designer | Clueless Games

November 2021 – December 2021

Project: **Miscreant Mash**

- Designed, crafted, and balanced 8 playable characters including concepts, designs and 30+ gameplay abilities to utilize
- Designed 3 UX/UI menus in Figma to display information for combat and developed 80% of the game's sounds for polish

Game Designer | Florida Interactive Entertainment Academy

August 2021 – September 2021

Project: **Lootbox Swipe**

- Programmed 90% of mechanics by utilizing Unreal Engine's Blueprints including gameplay, menu navigation, and inventory management
- Wrote 100% of game's content including inventory data, tutorials, and economy data for balancing purposes

Narrative Designer | The Mind of Jay

January 2021 – June 2021

Project: **Darkest Abyss**

- Finalized a 70+ page story document while covering plot holes, revising chapters, and cutting unnecessary content
- Programmed 130+ branching paths and 3 different endings to increase replay value and encourage experimentation
- Implemented customization including personalized names, interests, and 30 context sensitive pronoun sets

Game Designer | Miami Animation and Gaming International Complex

August 2017 – August 2018

Project: **VOID**

- Sketched gameplay systems including the clue system to collect items and the teammate alibi system to learn about relationships between crewmates
- Refined written content by working on dialogue and item descriptions to ensure they're modular for 1000+ potential playthroughs

SKILLS

- | | | | | | |
|-----------------|--------------------|------------------|------------------|--------------------|-------------------|
| • 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

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