JOSHUA FERNANDEZ

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RELATIVE EXPERIENCE

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**
- 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

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*