

Joshua Fernandez

Narrative Designer | Writer

JoshuaKF3000@Gmail.com | JoshuaFernandez.net | [Linkedin.com/in/Im-Joshua-Fernandez](https://www.linkedin.com/in/Im-Joshua-Fernandez)

Experience

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-phrases tracking to streamline information management by over **80%** and deepen deductive mechanics.

Skills

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

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*