

Justin A. Bortnick
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EDUCATION

Graduate: UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles CA

- Dornsife College of Letters, Arts and Sciences, English PhD Program (Doctorate expected May 2020)

UNIVERSITY OF PENNSYLVANIA, Philadelphia PA

- College of Liberal & Professional Studies Non-Traditional Graduate Studies (2013-2014)

College: LAFAYETTE COLLEGE, Easton PA B.A. May, 2013

- B.A., English; B.A., Classical Civilization,
- Dean's List (2010-2013)

EXPERIENCE

Allfather Productions: Founder, Writer (2013-Present)

- *Unannounced Project* (2018-2019)
 - Writing, Production, Marketing

Twinbeard Studios: Puzzle designer, writer (2015-Present)

- *Frog Fractions 2* (Released Dec 2016)
 - Conceptualize, create and implement puzzles, narrative and challenges for video game and alternate-reality games
 - Outline and write content for overarching story and plot
 - Represent Twinbeard at conventions, marketing talks, business development meetings
 - IndieCade@E3 Official Selection 2017
 - IndieCade Festival 2017 – Official Nominee

Erebus, LLC (2017)

- *Apocalypse Now* (Canceled)
 - “Red Team” – Market research, ad copy and game design input for survival horror RPG based on the classic Frances Ford Coppola film

Thinker-Tinker (2015-2016)

- *OCTOBO*
 - Write a children's book to accompany OCTOBO, a digital-interactive plush toy for young children
 - alt.ctrl.GDC – Official Selection 2016
 - IndieCade@E3 – Official Selection 2016
 - IndieCade Festival 2016 – Official Nominee
 - Indie Prize Awards – Best Kids and Family Game, Most Innovative Game – Nomination
 - Successfully funded via Kickstarter, April 2018

ENGAGEMENTS AND PRESENTATIONS

Game Developers Conference, San Francisco CA

- 30-minute talk: 2018 Business & Marketing/Game Design Tracks: “Rallying the Resistance: Frog Fractions 2’s Alternate Reality Game” (2018)

University of Pennsylvania, Philadelphia, PA

- Guest Speaker: “Emergent Systems in Electronic Gaming.” Presented to ENGL 078.401/CINE150: Introduction to Digital Media (2014)

Overthinking It

- Guest consultant and writer on narrative structures in video games for Overthinking It, a media website that “subjects the popular culture to a level of scrutiny it probably doesn’t deserve.” (2014)

PUBLICATIONS

Red Pages Podcast

- Host of a twice-monthly podcast available on iTunes addressing questions of narrative theory and game design philosophy alongside in-depth interviews with authors and game industry luminaries regarding craft (ongoing)

Gamasutra

- *Emergent Meaning and Narrative in the Digital Space: Addressing Tensions in Games and Game-like Media* (April 2016)
- *Ludic Epistolary, or, Where Have All The Letters Gone?* (December 2015)

Penn Manuscript Collective

- Henry Miller/Tambimuttu Letters (Forthcoming)

ACADEMIC WORK

University of Southern California, Los Angeles CA (2016-Present)

- USC Department of English
 - ENGL 174: Teaching the Heart: Emotional Intelligence and the Humanities
 - Teaching Assistant under Professor Thomas Gustafson tasked with developing a curriculum to discuss emotional intelligence and its place in our culture through the lens of humanistic inquiry
 - ENGL 172g: The Art of Poetry
 - Teaching Assistant under Professor Dana Gioia tasked with developing a curriculum to reinforce basic concepts and themes surrounding poetry as communicated in lecture
- USC Writing Program Assistant Lecturer (2017-Present)
 - WRIT150 - Writing and Critical Reasoning--Thematic Approaches
 - Develop curriculum and teach freshman college writing course on the subject of recent technological developments
- Worldbuilding Institute
 - Spaceship Earth Project (2017-Present)
 - Collaborative research, design and author future technologies using Best Practices drawn from film production design
- Doheny Library Special Collections (2016)

- Identify, catalogue, research and process rare books, manuscript collections and photographs for public use

University of Pennsylvania, Philadelphia PA: Van Pelt Library Rare Books & Manuscripts Library (2014-2015)

- Identify, catalogue, research and process rare books and manuscript collections for public use
- Utilize database tools such as Voyager and Archivist's Toolkit to create and manage collections

SERVICE TO PROFESSION

Interactive Fiction Technology Foundation

- Organizing Board for "Narrascope," a conference on interactive fiction and narrative storytelling in coordination with MIT's Comparative Media Studies and Writing department. (Summer 2019)

Independent Game Festival, San Francisco CA

- Judge for the initial nomination process for the Independent Games Festival at the Game Developers Conference (2016, 2017, 2019)

IndieCade Festival, Los Angeles CA

- Juror for the initial nomination process for the IndieCade Festival, (2016-2018)

Boston Festival of Indie Games (Boston MA)

- Curator for digital games judging process (2018)

University of Southern California: Graduate Student Government English Department Representative (2016-2017)

PROFESSIONAL MEMBERSHIPS

International Game Developers Association (IGDA)