

Justin Bortnick
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EDUCATION

Graduate: UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles CA

- Dornsife College of Letters, Arts and Sciences, English PhD Program (currently attending) – ABD, degree expected 2020
- Thesis: Playful Narrative and Collaborative Communities in Digital Spaces (working title), Advisor: Alice Gambrell

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)

RESEARCH EXPERIENCE

USC Worldbuilding Institute, Los Angeles CA (2017)

- Spaceship Earth (2017-)
 - Working in partnership with the Buckminster Fuller Institute, acted as part of a team to collaboratively research, design and author a vision for practical application of future technologies using Best Practices drawn from film production design. Lab director Alex McDowell.

University of Southern California, Los Angeles CA (2016)

- Doheny Library Special Collections (2016)
 - Identified, catalogued, researched and processed rare books, manuscript collections and photographs for public use.

University of Pennsylvania, Philadelphia PA

- Van Pelt Library Rare Books & Manuscripts Library (2014-2015)
 - Identified, catalogued, researched and processed rare books, manuscript collections and photographs for public use.
 - Utilized database tools such as Voyager and Archivist's Toolkit to create and manage library collections.

ACADEMIC/TEACHING EXPERIENCE

University of Southern California, Los Angeles CA (2017-Present)

- USC Department of English
 - ENG 174: Reading the Heart: Emotional Intelligence and the Humanities
 - Teaching Assistant under Professor Thomas Gustafson tasked with developing a curriculum to supplement course content in small group classes
 - ENG 172g: The Art of Poetry
 - Teaching Assistant under Professor Dana Gioia tasked with developing a curriculum to reinforcing basic concepts and themes surrounding poetry as communicated in lecture
- USC Writing Program
 - WRIT150 – Writing and Critical Reasoning–Thematic Approaches
 - Develop curriculum and teach freshman college writing course on the subject of recent technological developments

PUBLICATIONS

Digital Publications

Henry Miller/Tambimuttu Letters (Forthcoming)

- A collection of previously unpublished letters between Henry Miller and Tambimuttu, transcribed alongside materialist descriptions of the documents and photographs of included paintings by Miller. Published with the Penn Manuscript Collective.

Red Pages Podcast (ongoing)

- Host of a 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

Emergent Meaning and Narrative in the Digital Space: Addressing Tensions in Games and Game-like Media (Gamasutra, April 2016)

Ludic Epistolary, or, Where Have All The Letters Gone? (Gamasutra, December 2015)

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)

WORK EXPERIENCE

Allfather Productions: Founder, Writer (2013-Present)

- *University Magician’s Society* (2018-2019)
 - Design, Writing, Production, Marketing

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

- *Frog Fractions 2 (Glittermitten Grove)*
 - Worked alongside development team to conceptualize, create and implement puzzles, narrative and challenges for video game and alternate-reality games
 - Outline and write content for overarching story and plot,
 - Negotiated contracts with publishers to coordinate manufacturing of physical copies of the game.
 - Represented Twinbeard at conventions, marketing talks, business development meetings such as GDC, E3 and IndieCade.
 - Awards:
 - IndieCade@E3 Official Selection 2017
 - IndieCade Festival 2017 – Official Nominee

Definitely Real Productions: Experience Designer on Alternate Reality Game marketing project (2019)

- *Unannounced Film Project* (Projected Feb 2020 release)

Erebus, LLC (2017)

- *Apocalypse Now* (cancelled)
 - “Red Team” – Performed market research, wrote ad copy and contributed game design input for survival horror role-playing game based on the classic Frances Ford Coppola film

Thinker-Tinker (2015-2016)

- *OCTOBO*
 - Wrote a children’s book to accompany OCTOBO, a digital-interactive plush toy for young children
 - Successfully funded via Kickstarter, April 2018
 - Awards:
 - 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

Julian Krinsky Camps and Programs: Teaching Assistant, World Leadership Program & Politics Summer Camp (2013)

- Researched, organized and taught educational seminars and trips for high school students
- Organized and facilitated United Nations simulations, leadership programs and student research
- Supervised dormitory-style living for participating students

Boy Scouts of America Troop 181, Gladwyne PA

- Merit Badge Counselor (Computers, Game Design)

SERVICE TO PROFESSION

Interactive Fiction Technology Foundation

- Organizing Committee for “Narrascope,” a conference on interactive fiction and narrative storytelling.
 - Treasurer (June 2019 Conference, Cambridge MA)
 - Conference Co-chair (June 2020 Conference, TBD)

Independent Game Festival, San Fransisco 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, (2016-2019)

Indie MegaBooth

- Judge for the initial nomination process for the travelling showcase (2019)

Boston Festival of Indie Games, Boston MA

- Curator for digital games judging process (2018-2019)

University of Southern California

- Graduate Student Government English Department Representative (2016-2017)

PROFESSIONAL MEMBERSHIPS

International Game Developers Association (IGDA)