

Justin A. Bortnick

Curriculum Vitae

24 June 2021

EDUCATION

- 2015-** **Ph.D. in English Literature**
University of Southern California, Los Angeles, CA
Dornsife College of Letters, Arts and Sciences
Dissertation: *Designing Authorship: Game Communities, Storytelling and Politics*
Dissertation Supervisor: Alice Gambrell
- 2013-2014** College of Liberal & Professional Studies Non-Traditional Graduate Studies
University of Pennsylvania, Philadelphia, PA
- 2013** **B.A., English, B.A., Classical Civilization**
Lafayette College, Easton, PA

PUBLICATIONS

Manuscripts in Preparation

- 2021** *ARG-itechting the New Propaganda: A Dangerous Appropriation of Game Design*

Game Design

- Ongoing** Twinbeard Studios
Glittermitten Grove (2017), Writer, Marketing, Narrative, Business Development
IndieCade@E3 Official Selection 2017
IndieCade Festival 2017 – Official Nominee
- Ongoing** Allfather Productions
University Magician's Society, Producer, Lead Designer, Writer
- 2019-2021** Definitely Real Productions
Dared My Best Friend, Lead Interaction Designer
- 2017** Erebus, LLC
Apocalypse Now (Canceled), Marketing
- 2015-2016** Thinker-Tinker
OCTOBO, Writer
National Parenting Product Awards Winner 2020
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

Web-Based Publications

- 2016 *Shoggoths in a Segregated America* - Book Review, *Lovecraft Country* by Matt Ruff (Los Angeles Review of Books)
- Emergent Meaning and Narrative in the Digital Space: Addressing Tensions in Games and Game-like Media* (Gamasutra)
- 2015 *Ludic Epistolary, or, Where Have All The Letters Gone?* (Gamasutra)

Other Publications

- Ongoing *Red Pages Podcast*
- Forthcoming Henry Miller/Tambimuttu Letters (Penn Manuscript Collective)

INVITED TALKS

- 2014 “Emergent Systems in Electronic Gaming.” University of Pennsylvania.
- Final Fantasy VI Book Club, Overthinking It*

CONFERENCE ACTIVITY/PARTICIPATION

Refereed Papers

- 2021 *Dangerous Games: ARGs, Social Media Platforms and Participatory Propaganda*, **Electronic Literature Organization Conference 2021**, Online
- 2020 *Alternate Reality Games and Designing Propaganda*, **UCLA Southland Virtual Conference: Insights/Oversights**, Online

Presentations

- 2018 *Rallying the Resistance: Frog Fractions 2's Alternate Reality Game*, **Game Developers Conference**, San Francisco CA

Conferences/Symposia Organized

- 2019- 2020 **Narrascope**: Treasurer (2019), Conference Chair (2020)

Festival Judging

- 2019-2021 **Independent Game Festival**, San Francisco CA
2016-2017
- 2016-2021 **IndieCade Festival**, Los Angeles CA
- 2019 **Indie MegaBooth**

2018-2019 Boston Festival of Indie Games (Boston MA)

TEACHING EXPERIENCE

2016-2021 University of Southern California, Los Angeles CA

Department of English

Los Angeles: The City, the Novel, the Movie (Fall 2020) [Online]

Teaching the Heart: Emotional Intelligence and the Humanities (Spring 2019, Spring 2021) [2021 Online]

The Art of Poetry (Fall 2019)

USC Writing Program Assistant Lecturer

Writing and Critical Reasoning -Thematic Approaches – Technology Thematic (Fall 2017, Spring 2018)

RESEARCH EXPERIENCE

2017 Los Angeles, CA: USC Worldbuilding Institute, Spaceship Earth Project

2016 Los Angeles, CA: Doheny Library Special Collections

2014-2015 Philadelphia PA: Van Pelt Library Rare Books & Manuscripts Library

SERVICE TO PROFESSION

2021 Association for Research in Digital Interactive Narratives: Graduate Student Committee

2019-2021 Interactive Media Technology Foundation: Conference Committee

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

SIGNIFICANT MEDIA COVERAGE

2017 Chris Priestman, “Frog Fractions 2 and the difficult art of mystery making,” *Kill Screen*, 11 January 2017
<https://killscreen.com/previously/articles/frog-fractions-2-art-mystery-making/>

2016 Justin McElroy, “The jig is up: Behind the yearslong reveal of Frog Fractions 2,” *Polygon*, 26 December 2016
<https://www.polygon.com/features/2016/12/26/13974966/frog-fractions-2-reveal>

Katherine Cross, “Yuting Su’s *Octobo*: A 21st Century Teddy Ruxpin,” *Gamasutra*, 17 March 2016
https://www.gamasutra.com/view/news/268346/Yuting_Sus_Octobo_A_21st_Century_Teddy_Ruxpin.php

REFERENCES

(Available Upon Request)