

Justin A. Bortnick

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EDUCATION

- 2015-2022 Ph.D. in English Literature**
University of Southern California, Los Angeles, CA
Dornsife College of Letters, Arts and Sciences
Dissertation: *Communities of Reality: Game Design, Narrative and Political Play*
- 2013 B.A., English, B.A., Classical Civilization**
Lafayette College, Easton, PA

RELEVANT EXPERIENCE

- 2019-2022** Definitely Real Productions
Dared My Best Friend, Lead Interaction Designer, Project Archive Lead
- Work alongside project producer to manage narrative design and story team, directing the Lead Narrative Designer and team of writers to design, write and ship an alternate reality game that integrated with the studio's film effort and parallel marketing concerns.
 - Manage project-level vision and direction for narrative and story department, developing fundamental plot and story beat documentation for the division to follow.
 - Oversee wrap-up and archiving of all digital interactive assets for preservation and use in future stakeholder licensing negotiations.
- 2015-2020** Twinbeard Studios
Glittermitten Grove (2017), Game Designer, Writer, ARG Master, Marketing, Narrative, Business Development, Publisher Relations
- IndieCade@E3 Official Selection 2017; IndieCade Festival 2017 – Official Nominee; Top 10 Games of 2016 – #10 (Vice, Patrick Klepek); Top 10 Games to Watch in 2016 – #2 (Giant Bomb, Austin Walker)
 - Concept, design, write and implement a sprawling yearslong narrative alternate reality game experience with both virtual and in-person components. Manage asset development and pipeline across programming and art teams as necessary.
 - Contribute game design and writing to the *Glittermitten Grove*, writing character dialogue and jokes as well as a full-length parody rewrite of Dante's *Inferno* starring Macho Man Randy Savage, as well as balance and tuning of gameplay features and minigame implementation.
 - Negotiate with publisher to reacquire possession of company's intellectual property post-publishing and secure new publishing deal with manufacturing partner to produce a physical run of the game.
 - Manage partnerships with and produce additional content for affiliated independent games studios who acted as collaborators on the project, hiding parts of Twinbeard's work within their games to further the ARG's puzzle hunt.
- 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
 - In partnership with studio founder, write, revise and ship a book aimed at teaching color and number skills to accompany the OCTOBO interactive learning electronic plush toy platform.

SKILLS

Technical: Microsoft Office (Word, Powerpoint, Excel); Image Editing (GIMP, Paint); Audio editing (Audacity); Basic Markup (text annotation); HTML

Soft: Ph.D.-backed understanding of narrative and storytelling technique, worldbuilding methodology, character development; strong communication across disciplinary and departmental divides, excellent time management and organizational skills, sometimes funny