

# JOSH STEAD-DORVAL

## NARRATIVE DESIGNER

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### EDUCATION

BACHELOR OF ARTS, PHYSICS  
MINORS IN DIGITAL MEDIA STUDIES, MUSIC  
Cumulative GPA: 3.95  
Deans List: Fall '21 - present  
*University of Rochester*  
2021 - 2025

HIGH SCHOOL DIPLOMA  
*Nichols School*  
2017 - 2021

### SKILLS

- strong problem-solving, interpersonal, communication and time management skills
- leadership and project management experience
- Proficient in Python, Unreal, GameMakerStudio, Office
- Familiar with Unity, Flutter
- Game Master, D&D 5e

### ACTIVITIES

- Music: Classical Viola
  - UR Orchestras
    - Founder and Co-Chair, UR Orchestras Committee
  - Eastman School of Music
  - Aquila Quartet
- Gaming:
  - UR Simulation Gaming Assoc.
    - Director of Publications, SIMCON 45

### PROFILE

*My passion is for telling captivating stories in new and unique ways! Currently, I am working as a narrative designer on Peaceland: Choose Your Memory at MAGIC Spell Studios. I'm also studying physics at the University of Rochester, where I'm learning invaluable problem-solving skills, and in my spare time I'm a TTRPG Game Master and play the viola.*

### EXPERIENCES

**Nov '23 - Peaceland: Choose Your Memory, MAGIC Spell Studios**  
**present Narrative Design Lead** (Nov '23 - Aug '24)

**External Narrative Designer** (Sep '24 - present)

- Create video game narrative synthesizing research on post-war zones like Kosovo and Northern Ireland
- Design brainstorming workshops with project director
- Build a narrative world that serves as a safe space to reflects the themes and patterns of post-war zones 20-30 years after conflict
- Write and edit scripts inspired by real memories in Kosovo, in collaboration with Kosovo colleagues
- Presented at Narrascope 2024 on Empathy and Interactive Fiction, using Peaceland as a case study

**Sep. '23 - DMS 120: HW2C Games**

**Dec. '23 Lead Programmer**

- Wrote code for *Order of Cthuhlu*, an eldritch-horror themed cooking simulator in GameMakerStudio 2
- Collaborated on game design elements with other team members to produce game on short timeline

**Jan. '23 - DMS 101: Intro to Digital Media Studies**

**May. '23 Teaching Assistant**

- Worked with professor to create inclusive and engaging learning environment
- Designed and taught a lecture on interactive narrative in digital media

**Apr. '23 Breaking Boundaries with Video Games Conference Presenter**

- Synthesized research on narratives in video games from a year and half of classes into a one-slide presentation
- Presented and discussed my work with other attendees