

JOSH STEAD-DORVAL

WRITER & NARRATIVE DESIGNER

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EDUCATION

MASTER OF ARTS, INTERACTIVE STORYTELLING DESIGN

University of Exeter
2025 - 2026 (present)

BACHELOR OF ARTS, PHYSICS

Awarded *Magna Cum Laude*
With Highest Distinction
MINORS IN DIGITAL MEDIA STUDIES, MUSIC
Cumulative GPA: 3.95
University of Rochester
2021 - 2025

SKILLS

- Written and/or developed games using Twine, Tracery, Ink, Bitsy, Inform7, GameMakerStudio, Python, Unity and Unreal Engine
- TTRPG Game Master
- Multi-instrumentalist; plays in the Devon Philharmonic Orchestra

SPEAKING ENGAGEMENTS

- Serious Play, 2025
- Narrascope, **2024** & **2025**
- Breaking Boundaries with Video Games, 2023 - **2025** (keynote)
- Guest Lecturer, University of Rochester:
 - Video Games & Play, 2025
 - Intro to DMS, 2024

WORK EXPERIENCE

Oct. '25 - *Kaleido, Clustre Studios (Michigan State University)* present **Head Writer**

- Collaborated with and advised student game designers on 3D, open-world narrative RPG.
- Simplified and organized internal narrative documents; co-developed story bible.
- Wrote branching dialogue for original and preexisting characters.

Sep. '25 - *Education Committee, IFTF* present **Member**

- Volunteered on IFTF's Education Committee, representing graduate students and young professionals in the IF Education community.
- Assisted with EdCom programming at upcoming *Narrascope 2026*.

Jun. '25 - *Neighborhood Watch, Independent Team* present **Narrative Designer & Writer**

- Collaborated with local author to adapt novel-in-progress into narrative video game with four person development team.
- Created and iterated on game storyboards as new drafts were shared.
- Developed prototypes of dialogue sequences in Twine
- Adapted and wrote original characters, dialogue, scene descriptions, and asset lists for development team.

Nov '23 - *Peaceland: Choose Your Memory, MAGIC Spell Studios* May '25 **Narrative Design Lead** (Nov '23 - Aug '24) **External Narrative Designer** (Sep '24 - May '25)

- Developed video game narrative synthesizing research on Kosovo and other post-war zones around the world.
- Designed brainstorming workshops with project director.
- Built a narrative world that serves as a safe space to reflect the patterns of post-war zones 20-30 years after conflict.
- Wrote branching dialogue inspired by real memories in Kosovo, in collaboration with colleagues from Balkan states.
- Organized live table reads of dialogue scripts with team; revised scripts to incorporate team feedback.