Joel Yudisi Fernandez

Narrative Designer | Game Writer | Cinematic Designer
4 Years Experience | 3 Shipped Games

Portfolio LinkedIn (+34) 638541441 jowelyudisiart@gmail.com

Narrative Skills

- Storytelling
- Game Writing
- Worldbuilding
- Character Design
- Location Design
- Branching Dialogue
- Linear Dialogue
- Narrative Systems
- Scriptwriting
- Creative Writing
- Storyboarding
- Character Barks

Technical Skills

- Krita
- Adobe Photoshop
- Arcweave
- Miro
- PowerPoint
- Excel
- EarReality
- Google Slides
- Google Sheets
- Unity
- Unreal Engine 5
- Obsidian

Experience

Renegade

02/2026 - 06/2026

Narrative Design

- **Built a world** for the project to set in, including the **design of the continent and the town** it takes place on.
- Designed **6 characters** with their own purpose, including **bios, barks** and some **attacks**.
- **Fleshed out the locations** where the game takes place, each important **building** and where it is located.
- Designed **199 lines of branching and linear dialogue** for the game.
- **Scriptwrote** the opening sequence of the game and also **storyboarded** it.
- Did a **voiceover** sheet for the voice actors.

Lady Umbrella - Zulo Interactive

Game, Narrative and Cinematic Design

01/2025 - 08/2025

- Designed the **Basic Camera Behaviour** and the **Camera Movement**, **Shotgun Functionality System**, initial **Excel Data Driven System** and the **functionality of the UI.**
- Designed the **Worldbuilding** and the **Lore** behind the characters to make them more deep.
- **Scriptwrote** the **dialogues** and phrases of the characters according to each personality and lore.
- **Created every Cinematic Sequence in Engine**, be it in-game or not, using **Unreal 5' Sequencer Tool.**

Keru & the Guardians of The Universe - Team Garden

Level Designer

11/2022 - 03/2023

- +50 "rooms" and **puzzles designed**, where each piece worked as logic gates.
- **Worked hand to hand with** the **Programming** and **Design Leads** to properly develop mechanics and dynamics.
- **Translated the paper level design** to maps **in engine (Unity).**
- **Dressed** each one of them.

Education

Game Writer Bootcamp

02/2026 - 06/2026

Game Design Skills

- Taught by Kelly Bender (Senior Narrative Designer) on Game Writing and Narrative Design.
- Expanded my knowledge on worldbuilding, character & location design, branching & linear dialogue, storytelling and more.
- Developed a full scale narrative project through Arcweave.

Masters Degree in Game Design
U-Tad Madrid 08/2024 - 06/2025

- **Taught by industry professionals** with many years of experience currently working on companies such as Activision and MercurySteam.
- **Continuously asked** and recieved **feedback from professionals.**

Title in 3D Animation, Games and Interactive Environments + HND in Videogame Development
CEV Barcelona 09/2022 - 06/2023

- Learned the **basics of videogame development** in every field
- **Excelled on game design** and analysis.
- Developed **Shadows of Nyesa.**

Languages

English
Professional Working Proficency

Spanish
Native Proficency

Catalan
Native Proficency

Honor Awards

Best Free Game - "Lady Umbrella" - 2025
DeVuego 15/02/2026

Best CFGM and Baccalaureate website
websalpunt.cat 05/2018