

Devon Stephan

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[About](#) | [Devon Stephan](#)

PROFESSIONAL SUMMARY

Narrative Designer with experience leading story development on an indie title, seeking opportunities in game design. Skilled in crafting engaging narratives and collaborating across disciplines, with proficiency in Unity, Unreal Engine, Photoshop, Audacity, and industry-standard project management tools, including Jira and Trello.

TECHNICAL SKILL PROFICIENCIES

2D Art & Design...	<i>Photoshop, Photopea, GIMP & Krita</i>
Video Editing...	<i>Davinci Resolve, VideoPad</i>
Core Development & Engines...	<i>Unity, Unreal & Game Maker Studio2</i>
Audio Editing...	<i>Audacity, Cakewalk & Reaper</i>
Project Management...	<i>Jira, Trello, Github</i>
Productivity Software...	<i>Google Workspace, Microsoft 365</i>
Website Builders...	<i>Wix, WordPress, Hostinger, Squarespace</i>

PROFESSIONAL EXPERIENCE

Indie Game: Underneath

- Led a team of 12 in the development of an original narrative-driven game with strong fantasy and horror elements.
- Created the game's core narrative structure, integrating player choice, pacing, and emotional arcs.
- Wrote in-game dialogue, character backstories, and worldbuilding elements to ensure immersive player engagement.

Rail Events Inc.,

October '22 - Current

Box Office & Catering Supervisor

Whippany, NJ

- Organized and led cross-functional teams of up to six employees under tight time constraints and high-traffic conditions.
- Consistently supplied temperature-sensitive beverages and food for an interactive experience.
- Supervised operations across multiple sites simultaneously, ensuring smooth coordination and service consistency.

The New York Renaissance Faire,

August '21 - October '25

Hospitality Staff Member, Beverage Runner, Script Writer

Tuxedo Park, NY

- Managed the official Renaissance Faire email account, responding to inquiries and coordinating internal communication.
- Organized and hosted multiple fantasy and sci-fi themed trivia contests.
- Wrote and developed original scripts for in-park performances and interactive experiences.
- Delivered themed guest service while supporting food and beverage operations.

DND Campaign Writer and Organizer

April '19 - Current

Dungeon Master

NJ

- Write, develop, and lead immersive Dungeons & Dragons campaigns with original worldbuilding, character arcs, and genre-specific narratives.
- Coordinate and manage multi-session campaigns, ensuring consistent scheduling, engagement, and story continuity for players.
- Adapt to player decisions in real-time, demonstrating flexibility, problem-solving, and narrative agility.

EDUCATION

Montclair State University...

Montclair, NJ

Bachelor of Arts in English, Minor in Myth Studies & Classics

May 2024

County College of Morris...

Randolph Township, NJ

Associate of Arts in Communication

August 2021

Gotham Writers Workshop gothamwriters.com

New York City, NY

Video Game Writing 1: Conception by David Kuelz

Jan '24 - Feb '24

Character Workshop by Jason Greiff

April '25

Science Fiction & Fantasy Writing 1 by Lyndsey Ellis

May '25 - July '25

OTHER SKILLS

- Experienced in Leadership and Project Management
- Strong written and verbal communication
- Extensive knowledge in Sci-Fi, mythology, fantasy works
- First-Aid & CPR Certified