

# Devon Stephan

Pompton Plains, New Jersey | [devstephan711@gmail.com](mailto:devstephan711@gmail.com) | (973) 202-3820  
[About | Devon Stephan](#)

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## **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...**

**Video Editing...**

**Core Development & Engines...**

**Audio Editing...**

**Project Management...**

**Productivity Software...**

**Website Builders...**

*Photoshop, Photopea, GIMP & Krita*

*Davinci Resolve, VideoPad*

*Unity, Unreal & Game Maker Studio2*

*Audacity, Cakewalk & Reaper*

*Jira, Trello, Github*

*Google Workspace, Microsoft 365*

*Wix, WordPress, Hostinger, Squarespace*

## **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](http://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