

## MIKE SENNOTT

Narrative designer and creative leader, dedicated to making games that explore new ideas while remaining unfalteringly entertaining. Full portfolio at <http://www.laikafawkes.com>.

[mike.sennott@gmail.com](mailto:mike.sennott@gmail.com)

(603) 204-8709

## WORK EXPERIENCE

### **Independent Game Director and Narrative Designer, 2015 - Present**

**Project:** [Astronaut: The Best](#) by Universal Happymaker (PC and Steam Deck, 2023).

- Lead a four-person game studio dedicated to experimental narrative games
- Created a "roguelite narrative" system of procedural branching story events
- Responsible for studio leadership, design, writing, and coding

**Project:** [Wintermoor Tactics Club](#) by EVC, published by Versus Evil (PC, PS4, XB1, Switch, 2020).

- Co-wrote story and all in-game text of narrative-focused TRPG (12+ hours, 50,000+ words)
- Co-designed quest and world content, contributed to VO casting and translation process
- Composed, recorded, and produced all music; created soundtrack album

### **Creative Director of Curriculum @ TechSmart, 2014 - 2023**

- Led an interdisciplinary team to develop coding curricula for K-12 students nationwide
- Responsible for designing over 500 games and activities to be engaging and educational

### **Cofounder / Game Designer @ [Rad Dragon](#), 2012 - 2016**

**Projects:** *Shove Pro* (iOS, 2012), *The Moonlighters* (PC, 2014), *Alphabeats* (iOS 2014, PC 2016).

- Led business and game development with partner (in action, RPG, and word game genres)
- Co-wrote and designed game projects, contributing to management and development
- Provided gamification and narrative design consultancy to clients in games and healthcare

*Previous jobs include Research Assistant at the University of Southern California Game Innovation Lab, Senior QA Tester at Chasma, Inc. in Nashua, NH, and Umpire at Nashua North Youth Baseball.*

## EDUCATION

### **MFA, Interactive Media**

University of Southern California  
September 2009 – May 2012  
FOX Fellowship recipient

### **BA, Creative Writing and Computer Science**

Hamilton College  
September 2005 – May 2009  
Graduated summa cum laude

## PRESENTATIONS AND PUBLICATIONS

### **Cultivating randomness in the peculiar branching narrative of Astronaut: The Best**

Published on [GameDeveloper.com](https://www.gamedeveloper.com), August 15th, 2023.

### **Everything means something: The creative and destructive potential of themes**

Presented at [Game Developers Conference Narrative Summit](#), July 2021. With Kyla Furey.

### **Quicksilver: Infinite Story: Procedurally generated episodic narratives for gameplay.**

Masters Thesis, Published by University of Southern California, May 2012.

## SELECTED ACCOLADES

### ***Astronaut: The Best***

☆ Official Selection, LudoNarraCon 2023

☆ 92% positive Steam reviews, 77 OpenCritic rating,

*"The devs have perfectly married a roguelite management sim with an offbeat visual novel... one of the best indie games of this year."* - Malcolm Schmitz, EIP Gaming

### ***Wintermoor Tactics Club***

☆ RPGFan's Strategy Game of the Year 2020, Metacritic's Top 100 PC Games of 2020

☆ 90% positive Steam reviews, 76 OpenCritic rating

*"I'm absolutely stunned by how good this is... It's really solid stuff, a fun story, and a lovely entry-level tactical combat game, and indeed infinitely more accessible visual novel."*

- John Walker, Buried Treasure

### ***The Moonlighters***

☆ Honorable Mention, Independent Games Festival 2013 Student Showcase

☆ Official Selection, IndieCade E3 Showcase 2012

*"If you're not intrigued yet, I'm not sure we can be friends... I'm pleased to report that the heists are challenging to complete and the writing is remarkably witty."* - Alex Wawro, PC Gamer

## SKILLS OVERVIEW

- Designing systems through which narratives and gameplay can elevate one another
- Creative leadership, with experience leading teams from two to thirty-two people in size
- Expert knowledge of procedural narrative and computer-generated storytelling
- Interactive writing across a variety of genres
- Writing fiction, microfiction, and poetry, with a specialty in humor
- Rapidly prototyping and designing both digital and paper games
- Composing, performing, and producing music, especially game soundtracks and rock
- Coding fluency in C#, Python, and Java, as well as extensive experience with the Unity engine

**Please see [my portfolio](#) for more details and samples.**

**References and game download codes are available upon request.**