

MIKE SENNOTT

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

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(603) 204-8709

WORK EXPERIENCE

Creative Director of Curriculum @ TechSmart, 2014 - Present

- Lead 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

Independent Game Director and Narrative Designer, 2015 - Present

Project: [Astronaut: The Best](#) by Universal Happymaker (PC, in development, est. 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

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

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.

Ensemble: A Computer-Aided Story System

Presented at USC Annenberg Fellowship Symposium, April 2011. With Joseph Osborn.

SELECTED ACCOLADES

Wintermoor Tactics Club

☆ RPGFan's Strategy Game of the Year, 2020

☆ 80 Metacritic rating, 92% positive Steam reviews

"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

Astronaut: The Best

☆ The Guardian's Best Games of EGX 2016

☆ Official Selection, Indie MEGABOOTH, PAX West 2016 and GDC 2017

"Laugh-out-loud funny and refreshingly whimsical." - Kat Brewster, The Guardian

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.