

Objective To venture from my independent games background to the world of large-scale game development by acquiring a creative position in game or narrative design.

Education **University of Southern California, Los Angeles CA – Currently Attending**
Pursuing an M.F.A. in Interactive Media

Hamilton College, Clinton NY – Graduated May 2009

B.A. in Computer Science (with honors) and Creative Writing
Graduated summa cum laude (ranked 6th in class)

Nashua High School North, Nashua NH – Graduated June 2005

Graduated as class salutatorian after maintaining high honors

**Game
Project
History**

Quicksilver: Infinite Story (<http://www.quicksilvergame.com>)

Quicksilver is a 2D action-RPG with gameplay and aesthetics modeled after animated adventure shows. Its unprecedented narrative generation system uses the conventions behind this genre to dynamically make new levels, characters, and stories each episode. Under development as part of USC's Advanced Game Project and Interactive Thesis classes.

2010-Present: Served as Lead Designer, Lead Writer, and Team Lead of a 32-person team; singlehandedly designed and implemented narrative generation engine; created most fictive and conceptual elements; solved various engineering challenges.

Jumpkick Justice (<http://www.jumpkickjustice.com>)

A bold reimagining of the American legal system into jumps, kicks, and jumpkicks, Jumpkick Justice is a smart, hilarious interpretation of the popular courtroom setting, seen through the lens of designers who grew up playing retro brawlers. Made with Flixel, primarily as part of a 48 hour game jam. Jumpkick Justice has been shown at USC's First Move games festival, UCLA's Intermural Game Carnival, and Indigade's Game Slam, where it was named standout game by Icrontic.com.

2010-2011: Half of two-person development team; contributed to all aspects of game, including design, art, music, programming, and writing.

Safari Rescue (<http://www.universalhappymaker.com/game/safari-rescue/>)

A brief Game Jam experiment to create humor through strange mechanics and sincerity.

2011: Led design, engineering, and writing on a three-person team; composed music.

Spacewolves! (<http://www.universalhappymaker.com/game/spacewolves/>)

Cooperative RTS/action game made for USC's Intermediate Game Design class.

2010: Co-creator and co-Lead Designer; led engineering side; voice acting.

Adelbert Vester: Humoural Physician

(<http://www.universalhappymaker.com/game/adelbert-vester-humoural-physician/>)

A game of archaic science and courtly intrigue in the Holy Roman Empire, with a recombinant narrative system where your ethical decisions and strategies affect the ending.

2009-2010: Co-designer and engineer; writer and composer on a two-person team.

Helped create hardware peripherals for installation “Adelbert Vester: Exhibition Edition.”

Skills
Rapidly prototyping and designing both digital and paper games
Writing fiction, microfiction, and poetry; especially humor
Finding ways in which narratives and gameplay can contribute to one another
Experience leading teams from two to thirty-two people in size
Music composition and guitar playing
Experience coding in C++, JavaScript, Lisp, Actionscript, and other languages
Knowledge of video games in virtually every genre across PC and consoles

Awards
Fox Fellowship
For Quicksilver: Infinite Story
USC Interactive Media annual award for most promising thesis projects
Viewer's Choice Award for Best Presentation
For "Ensemble: A Computer-Aided Story System" by Joe Osborn and Mike Sennott
USC Annenberg Graduate Fellowship Symposium

Game Jam Grand Prize
For Safari Rescue by Mike Sennott, Kyla Gorman, and Samantha Vick
USC Hackathon Ten-Day Game Jam 2011

For Jumpkick Justice by Mike Sennott and Teddy Diefenbach
USC Hackathon 48-Hour Game Jam 2010

Ralph and Doris Hansmann Poetry Prize
For "New England Night Drive"
Hamilton College annual award for best work of poetry

Thomas E. Meehan Prize in Creative Writing
For fiction and poetry portfolio
Hamilton College annual award for most promising creative writing

Work Experience
5/2010 - 4/2011 Research Assistant USC Game Innovation Lab
Worked with Professor Peter Brinson to develop various prototypes in preparation for a campus-wide game about the National Smart Grid initiative.
8/2007 - 6/2009 Teaching Assistant Hamilton College
Computer Science department: Held lab hours and aided professors in-class. Helped students with classes ranging from introductory to advanced.
5/2006 - 8/2006 Technical Intern BAE Systems
Catalogued and analyzed handheld devices. Communicated with others within the system of a large company in order to accomplish tasks.
6/2003 - 4/2005 Quality Assurance Technician Chasma, Inc.
Worked with a small group in thoroughly testing several games for wireless devices. Participated in designing specific areas of content. Promoted to Senior QA Technician in 2005

See my fiction portfolio at <http://www.laikafawkes.com>,
or my game portfolio at <http://www.universalhappymaker.com/author/msennott>.
References are available upon request.