Mike Sennott

Narrative systems 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   ☎ (603) 204-8709   ⌂ Seattle, WA

WORK EXPERIENCE

Universal Happymaker EVC LLC   **Mar. 2016 – Present**
Narrative Director   *Seattle, WA*
- Led the narrative and design of a small game studio, shipping two narrative-focused PC and console releases.
  - *Wintermoor Tactics Club* (2020): 80 Metacritic, 88% positive Steam, RPGFan's Strategy Game of the Year
  - *Astronaut: The Best* (2023): 73 Metacritic, 92% positive Steam, LudoNarraCon official selection
- Wrote story and dialogue for award-winning RPG and strategy games (each 12+ hours, 50,000+ words)
- Designed and coded innovative narrative systems with complex branching and procedural structures (Unity C#)
- Drove quest, mission, and world content design; contributed to voice casting and direction; led marketing copy

Lunar Workshop   **Apr. 2024 – Nov. 2025**
Narrative Designer, Eclipse Breaker   *Remote*
- Wrote all dialogue, lore, and other in-game text for a premium PC roguelike action-RPG (20,000+ words)
- Designed narrative systems including banter and quest progression; implemented all scenes (UE5 blueprints)

TechSmart   **Aug. 2014 – Jan. 2023**
Creative Director   *Seattle, WA*
- Spearheaded interactive entertainment at a leading curriculum company, directing an interdisciplinary team
- Grew a single game-coding class to a full high school course sequence used by tens of thousands of students
- Designed over 500 games and activities, maximizing engagement and educational value for K-12 audiences

Rad Dragon   **Jun. 2012 - Mar. 2016**
Game Designer / Writer   *Los Angeles, CA*
- Codeveloped four games for iOS and PC (action and RPG genres, recognized by IGF and IndieCade festivals)

PUBLICATIONS

Cultivating randomness in the peculiar branching narrative of Astronaut: The Best   GameDeveloper.com, Aug. 2023
Everything means something: The creative and destructive potential of themes   GDC Narrative Summit, Jul. 2021
Quicksilver: Infinite Story: Procedurally generated episodic narratives for gameplay   USC School of Cinematic Arts, May 2012

EDUCATION

University of Southern California   **May 2012**
MFA, Interactive Media   *Los Angeles, CA*
Hamilton College   **May 2009**
BA, Creative Writing and Computer Science (Summa cum laude)   *Clinton, NY*

SKILLS

Narrative design, interactive writing, game systems design, quest/content design, prototyping and rapid iteration, fluent in C#/Python/JavaScript, expert Unity Engine and UE5/blueprint experience, Twine and Ink scripting, creative direction, leadership, procedural generation, writing dialogue and in-game text, poetry and microfiction, tutorial/educational writing, marketing copy, proactive collaboration with art/design/engineering/audio/actors, composing and producing music.