



# Nathan Savant

- Game and Narrative Designer -

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@BaldSavant

## -- Employment --

### **Artie, Inc - Narrative Design 2018 - Present**

Narrative design and technical implementation for mobile/web

### **Snap, Inc - 3D Designer 2016 - 2018**

Wrote, pitched, and animated 3D comedic AR short cartoons

### **WayForward - Tech Animator 2015 - 2016**

Rigging, animation, and technical implementation for CG and 2D assets

## -- Skills & Expertise --

- Unity
- Adobe CC
- Maya
- Google Docs
- Twine
- Chatmapper
- C#
- Java
- Python
- Git
- Jira
- Trello

## -- Education--

### **CalArts - 2016**

Character Animation BFA

### **LA Tech - 2012**

Studio Art - Ceramics  
Minor: English

## -- Other Interests --

- Folk Tales
- Exotic Flutes
- Aikido
- Rock Climbing
- Ceramics
- Fancy Tea

## -- Project Leadership --

- **Co-created and managed pipeline** for the production of voice-driven branching narrative games on mobile.
- **Coordinated outsourced personnel** through production to deliver final assets on deadline and within budget.
- **Led multiple teams through production** of video games while maintaining tight deadlines with limited resources.
- **Directed voice actors, sound designers, composers, artists, and others** during production of games and short films.
- **Hosted multiple speakers**, in coordination with CalArts faculty, to give talks to teach students interested in games.

## -- Design & Implementation --

- **Wrote and designed conversational interactions** for established IP owned by Nickelodeon and Marvel.
- **Designed procedural NPC dialogue system** for mobile MMO title emphasizing memorable personalities.
- **Created and maintained documentation** which helped introduce unfamiliar team members with the techniques for creating complex, branching narratives.
- **Designed and pitched a new IP universe** including world building documentation and full design document.
- **Developed a design ethos** for voice-powered branching dialogue that holds up under unpredictable input.
- **Created an asset pipeline** for animation and 3D assets for procedurally generated characters on Mobile/Web.
- **Built a turn-based tactics game** as a still-WIP solo project

## -- Communication & Collaboration --

- **Wrote onboarding documentation** to help ease the introduction of new employees into a complex pipeline.
- **Coordinated employees in multiple time zones** ranging from California to Poland
- **Resolved conflicts** arising during production and while introducing new legal paperwork to a team
- **Acted as a translator** between departments to help employees with vastly disparate skillsets to communicate
- **Gave a talk at Narrascope 2020** to introduce people to specific narrative design techniques I learned while being taught by Pixar and Disney