Nathan Savant

Email: nathanielsavant@gmail.com

Website: nathansavant.com

🐦 @BaldSavant

Game and Narrative Designer with 4+ years' experience. Dedicated to aligning player and character motivations through narrative, environmental storytelling, and game mechanics.

Storytelling

- **Conceptualized and designed complex story worlds** for new IP. Developed major story elements, themes, and player goals.
- **Created content for games** including character biographies, quest content, barks, scripts for VO recording, and visual assets. Wrote interactions with branching, voice-driven dialogue for established IPs.
- **Wrote and edited non-linear, procedurally generated text** for an expressive letter writing system conveying multiple character voices.
- Designed procedural NPC generation system for multiplayer mobile game emphasizing memorable character personalities and dialogue.
- Directed eight short animated films, including all aspects of production from storyboarding and animation to sound design and editing.

Implementation

- Brainstormed and built game concepts, **incorporating playtest information and feedback** from leadership team.
- Experienced in working under challenging technical constraints while building games for cutting-edge technology such as Unity Tiny and ECS.
- Created pipeline for animation, 3D art assets for mobile/web games.
- Developed and maintained game design documents introducing team members to techniques for creating complex branching narratives.
- **Tested own code for bugs**, gameplay flow to minimize production time.

Leadership and Collaboration

- **Contributed to early design direction** and communicating design standards to align expectations, participated in client meetings
- **Worked in highly collaborative environments.** Organized developers in multiple time zones to deliver final work on schedule and budget.
- Directed voice actors, sound designers, composers, artists, and others on a variety of tasks during production of games and films.
- **Onboarded and mentored new employees**, creating documentation to help ease new employees into complex pipelines.
- Spoke at Narrascope 2020 and Roguelike Celebration 2021, discussing concepts of storytelling and quest design.

Skills & Expertise

Creation: Unity, Google Docs, Adobe CC
Collaboration: JIRA, Confluence, Slack, Github, Trello
Code: C#, Python, Javascript

Work Experience

Artie, Inc
Narrative Designer
2018 - 2021
Conversation design, script writing, and technical implementation for mobile/web

Snap, Inc
3D Designer
2016 - 2018
Wrote, pitched, and animated 3D comedic AR short cartoons for 3D Bitmoji project

WayForward Technologies, Inc
Technical Animator
2015 - 2016
Rigging, animation, and implementation for 3D and 2D assets using Unreal, and Unity

Education

California Institute of the Arts
2016 | Bachelor of Arts - Animation

LA Tech University
Coursework: Creative Writing

Other Interests

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