Nathan Savant

Narrative Systems Designer with 7+ years' experience

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Monolith Productions (WB Games)
Senior Technical Narrative Designer
2022 - 2025
Project: Wonder Woman

Responsible for non-cinematic storytelling with procedurally-generated characters, including barks and filling the world with interesting narrative moments. More recently started to directly handle implementation for Nemesis Showdowns and all dialogue content therein.

- Implemented Nemesis System dialogue for showdown cinematics
- Designed procedural characters with an emphasis on acknowledging player action
- Worked with other disciplines to implement content spanning across teams
- Designed Player/NPC interactions for the living open world
- Developed writing workflow for a procedural quest system
- Tested my own code and fixed bugs in a proprietary engine
- Onboarded new employees and introduced people to the Narrative pipeline

Roguelike Celebration
World Designer / Writer
2021 - Present
Project: chat.roguelike.club

Designed the online convention space, including room layout, world map, NPC characters, and hidden secret puzzles. I worked with other volunteers to bring knowledge gained from previous years and update their work with a fresh coat of paint, including pitching my idea for NPCs and bringing that concept to final.

- Wrote and designed evocative rooms with compelling questlines
- Created a cast of unique characters to bring life to the convention space
- Designed procedural dialogue and text to create unique user experiences
- Updated a live event space with hundreds of users, based on feedback and bug reports
- Tested code for bugs

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

Conferences & Talks

Roguelike Celebration 2021
Narrascope 2020

Education

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

LA Tech University
2012 | BFA - Ceramic Sculpture
Coursework: Creative Writing

Other Interests

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

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Artie
Technical Narrative Designer
2018 - 2021
Projects: Unannounced

Delivered impactful and efficient designs to minimize asset needs, and resolved technical issues that arise while implementing those assets. Acted as the creative bridge between writers, designers, and the rest of production.

- Designed and wrote voice-driven branching dialogue.
- Conceptualized and designed complex story world and game design for new IP.
- Worked with external IP owners to tell stories with established characters.
- Designed procedural NPC generator and procedural letter system highlighting multiple character voices.
- Managed team of outside contractors to complete projects within scope and on time.
- Onboarded and mentored new employees.

Snap, Inc
3D Designer
2016 - 2018
Project: 3D Bitmoji

Wrote, pitched, and animated comedic shorts for Augmented Reality. My role was primarily animation, but I spent much of my free time writing and pitching both ideas for the shorts we were making, and game ideas for lens games.

- Pitched comedic, animated shorts
- Designed and pitched lens games

Wayforward Technologies
Technical Animator
2015-2016
Projects: Goosebumps, Shantae: Half Genie Hero, Adventure Time Puzzle Quest, Descendants

Animation and Rigging for characters across many games made in Unity, Unreal, and a proprietary engine.

- Sole animator on Goosebumps the movie game
- Shipped 15+ titles to all platforms including PS4, XBox360, PC, Mobile, and Web.