NATTHAN SENTENI

EDUCATION

- Dawson College AEC - IVGD
- Udemy - "Complete C# Unity Game Developer 3D" by Ben Tristem & Rick Davidson

PROFICIENCIES

- Unity Engine
- C#
- Excel
- Javascript
- HTML
- CSS
- Wordpress
- Photoshop

LANGUAGES

French (native)
English (Bilingual)
Spanish (Elementary)

CONTACT INFORMATION

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My name is Natthan Senteni and I am a **game designer** and **storyteller** with **several years of experience in the TTRPG industry**. After having completed my last project, the creation of two TTRPG books, I am looking for a **position of narrative designer** in the **video game industry** to grow and learn as a storyteller through a new medium.

WORK EXPERIENCE

GAME DESIGNER AND TEAM LEAD | Sinclair's Library - TTRPG 3rd party publisher | 2 years | Remote

Duties

- Design and write the **core pieces** of the books, including two **classes**, one **final boss** and two new **playable races**.
- Do a preliminary edit, **balance check** and copy edit of each submitted design and manage correction loops with the writers when necessary.
- **Review playtest feedback**, both in-house and public, and **adapt designs accordingly**.
- Manage in house writers and freelancers, approving pitches, following up on progress, and reviewing submissions of game design pieces.
- Proof-read every page coming out of layout and approve them for public release, including playtest material, short stories and final products.
- Create, execute and adapt a production pipeline to bring designs from pitches to final layout, including peer review and editing.
- Manage budget for writing, editing, art and layout, as well as adapting the scope of projects according to unforeseen expenses.

GAME DESIGNER AND WRITER | Legendary Games - TTRPG 3rd party publisher | 1 month | Remote

Duties

- Convert existing content from one game system to another by **capturing the core concepts** of the design and adapting it to the **ruleset of the new game system**.
- Work with **peers, senior designers and editors to refine**, polish and improve on submitted design, **following their recommendation** and request.

GAME DESIGNER AND WRITER | Everybody Games - TTRPG 3rd party publisher | 1 month | Remote

Duties

- **Create tabletop playable content** based on the **publisher's pitch** and their illustration.
- Work with **peers, senior designers and editors to refine**, polish and improve on submitted design, **following their recommendation and request.**

GAME DESIGNER AND WRITER | Drop Dead Studio - TTRPG 3rd party publisher | 1 month | Remote

Duties

- Pitch, write and **submit design pieces** that are usable in the context of a specific game system, such as Dungeons & Dragons and Pathfinder.
- Work with **peers, senior designers and editors to refine**, polish and improve on submitted design, **following their recommendation** and request.

ADDITIONAL EXPERIENCE

PRODUCER AND BUSINESS DEVELOPER | Nonat1s - TTRPG Focused Youtube Channel | 2 years | Remote

Transferable Skills

- Understanding of **industry realities** from a business perspective
- **Planning, scheduling and organisation** of new projects.
- **Reactive adaptation** of projects **following data**, results and feedback.
- Work with **cross-disciplinary teams** and ensure **efficient communication** between the different departments.

BLOG WRITER | Oshko Technologies - Gaming System Integrator | 8 months | Montreal, Qc

Transferable Skills

- **Communicate technical concepts** and knowledge in an **accessible language** tailored to a specific audience.
- Build **Excel systems** to compile, compare and output data acquired during hardware testing.
- Develop an **objective oriented thought pattern** and plan small projects **within the scope of a long-term bigger picture**.

WEB DEVELOPER | OPTE Network - Web and marketing agency | 1 year | Siem Reap, Cambodia

Transferable Skills

- Learned **programming languages**.
- **International team** in a foreign country.
- Close collaboration with a **multidisciplinary team** in a startup environment.