

From Customer Support to Development Mentor

# Shinobi Story

I began my journey with Shinobi Story as a customer service representative, where I learned the intricacies of the game's mechanics and community interactions. Within a few months, my passion for the project led me to begin learning development. In just over a year, I had not only mastered key development skills but also started mentoring others in the team.

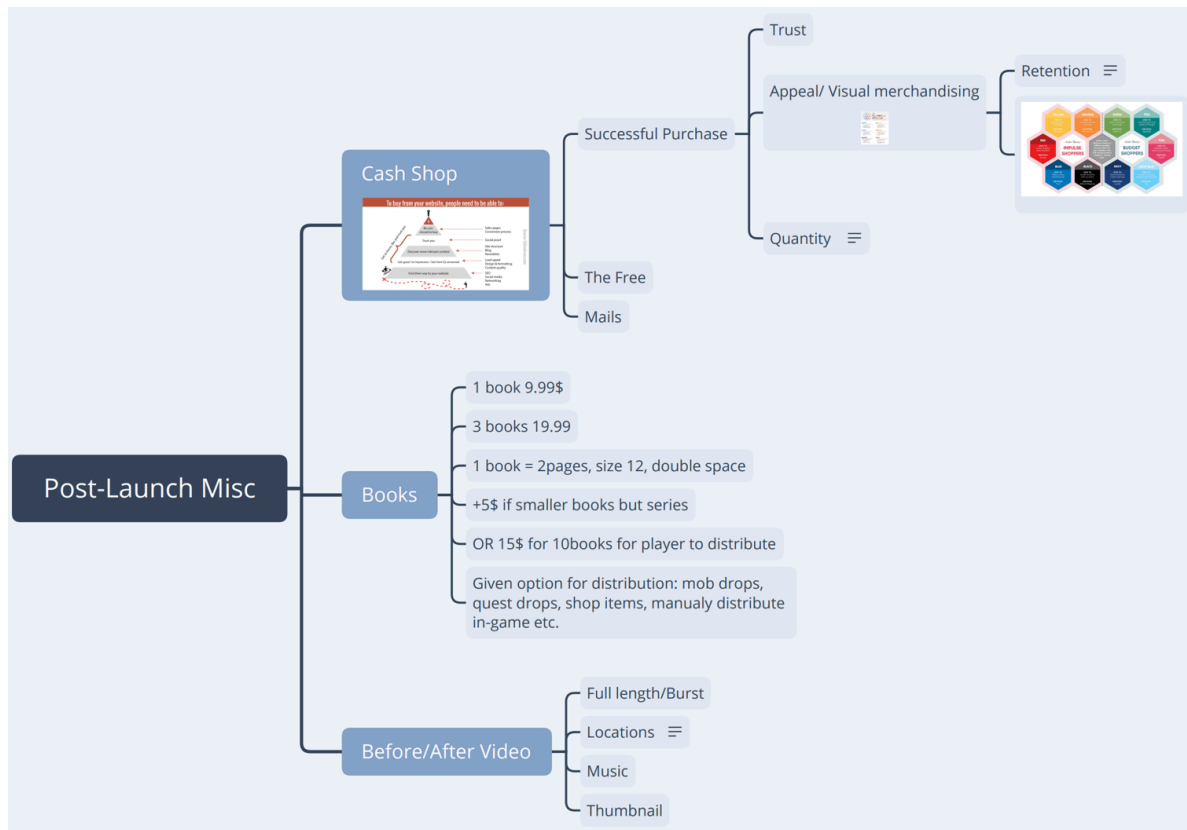
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SHINOBI STORY BETA ANNOUNCED!



In-game footage recorded and edited in Premiere Pro. We used voice AI to create a cinematic experience. I directed, compiled, and edited the video.





Example for a Marketing campaign proposal developed by me.

## Blood Moon Festival - Shinobi Story Halloween Update

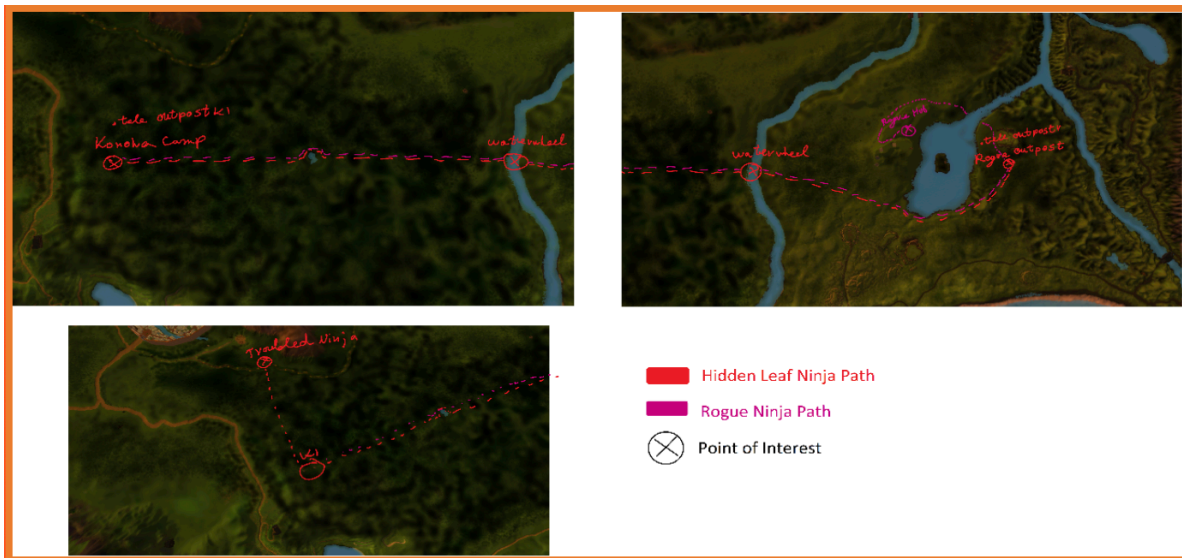


Footage recorded and edited in Premiere Pro. This video showcases a new game update with content and purchasable cosmetics. Character rotation was assisted by a team member.

## Shinobi Story | Dummy NPC Spawner Spells | Dev Tutorial



A video guide I created to teach new developers how to use the database and work with smart NPC behavior.



Strategizing new content and player interaction.

# The Results



Edited media for social media posts and ADs.

- 68k Registered users
- 16.5k Discord users
- 110k Total revenue (profitable)
- 85% Margin
- Low COGS
- Project started: Jan 2019
- Project ended: September 2024

Within a year of learning game development, I began mentoring new developers on the Shinobi Story team. I taught them the fundamentals of scripting, level design, and gameplay mechanics, while also guiding them through the process of debugging and improving game features. My focus was on ensuring they had the skills and confidence to contribute meaningfully to the project, fostering a collaborative and supportive learning environment.

Shinobi Story was my ultimate training ground—where I honed technical skills in game development, mastered the art of storytelling through multimedia, and grew into a mentor, guiding others on their creative journeys.

How Far We've Come Making the Dream Naruto Game



In-game footage recorded and edited in Premiere Pro. This video nostalgically showcases the 2-year development progress of the game.

# Let's Work Together!

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