

Sam Celeste

Immersive Designer & Performer

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SKILLS

- ❖ Immersive Game Design
- ❖ Improvisational Acting
- ❖ Facilitation & Gamerunning
- ❖ Event Design Documentation
- ❖ Narrative & Script Writing
- ❖ Interactive Prop Fabrication

EXPERIENCE

Death In Plastic – Independent

Director & Gamerunner – April 2026

- Designed and facilitated a 3 day Barbie-themed murder mystery experience for a group of 10 players, driven by improv minigames that highlight creativity & meaningful social bonding.
- Wrote 12 characters tailored to each player's tonal and costume preferences.
- Played the roles of Sugar Daddy Ken & Allen to maintain theme alignment and proctor games throughout the event.

Nature 4 Nerds – Independent

Guide & Gamerunner – April 2025 & May 2026

- Designed and facilitated interactive ecological & historical guided hikes for groups of 12 players.
- Created cooperative & competitive systems that fostered interest in natural & human history, introduced players to new social groups, and provided player and team identities.
- Played the role of Yosemite Sam: a time-traveling ranch-hand who provided first-person embodied accounts of the area's history, as well as musical and comedic entertainment.

OBSCURIA – Synchronicity Events

Theme Producer & Gamerunner – October 2024 & October 2025

- Designed and facilitated immersive LARP-lite experiences involving table games, escape-room style narrative puzzles, digitally enabled props, and sets for 1930s & 1980s themed 4-day social events that accommodated 40 players.
- Played the role of The Dealer: a demonically bound dealer of cards and souls who drove event narrative, facilitated games, and ensured player participation & satisfaction.
- Designed bespoke progression based card games in which players fought to steal souls of others in order to upgrade their decks and participate in larger event economies.
- Graphically designed unique character cards inspired by 1930's & 1980's media to ground players in theme-forward identities.
- Programmed detailed simulated Cable Televisions that could be "hijacked" by actors, used for player-facing puzzles, and provide ambient themed entertainment.

EDUCATION

University of Southern California

Bachelor of Arts – Interactive Media & Game Design

Graduated 2020