



# Company Profile

Senshi.Labs is a non-profit studio that aims to train interns to adapt to industry processes so that they could find jobs, as well as develop free but fun educational games. Through collaborations with various teams of artists, designers and programmers, we create edutainment projects. In line with the objective, our vision is to be able to create games we'll enjoy making as much as people will enjoy playing. Since 2013, the lab has been brewing various educational games, and exploring various engines and genres.

# The Teams

Interns are trained in real-life production. These interns are bright, young self-starting individuals who have an immense love for learning and an insurmountable desire to see their own game ideas come to life. Senshi.Labs then becomes an incubation space for such remarkable teams.

Senshi.Labs considers itself a “hobby organization” where mentors have full-time jobs outside of it. Most of the titles developed here are passion projects, basically games that are created during the core members’ spare time. Nevertheless, with systems in place (daily standups, weekly reports, etc.), the interns are still able to operate as if they are employed in a regular game dev studio.

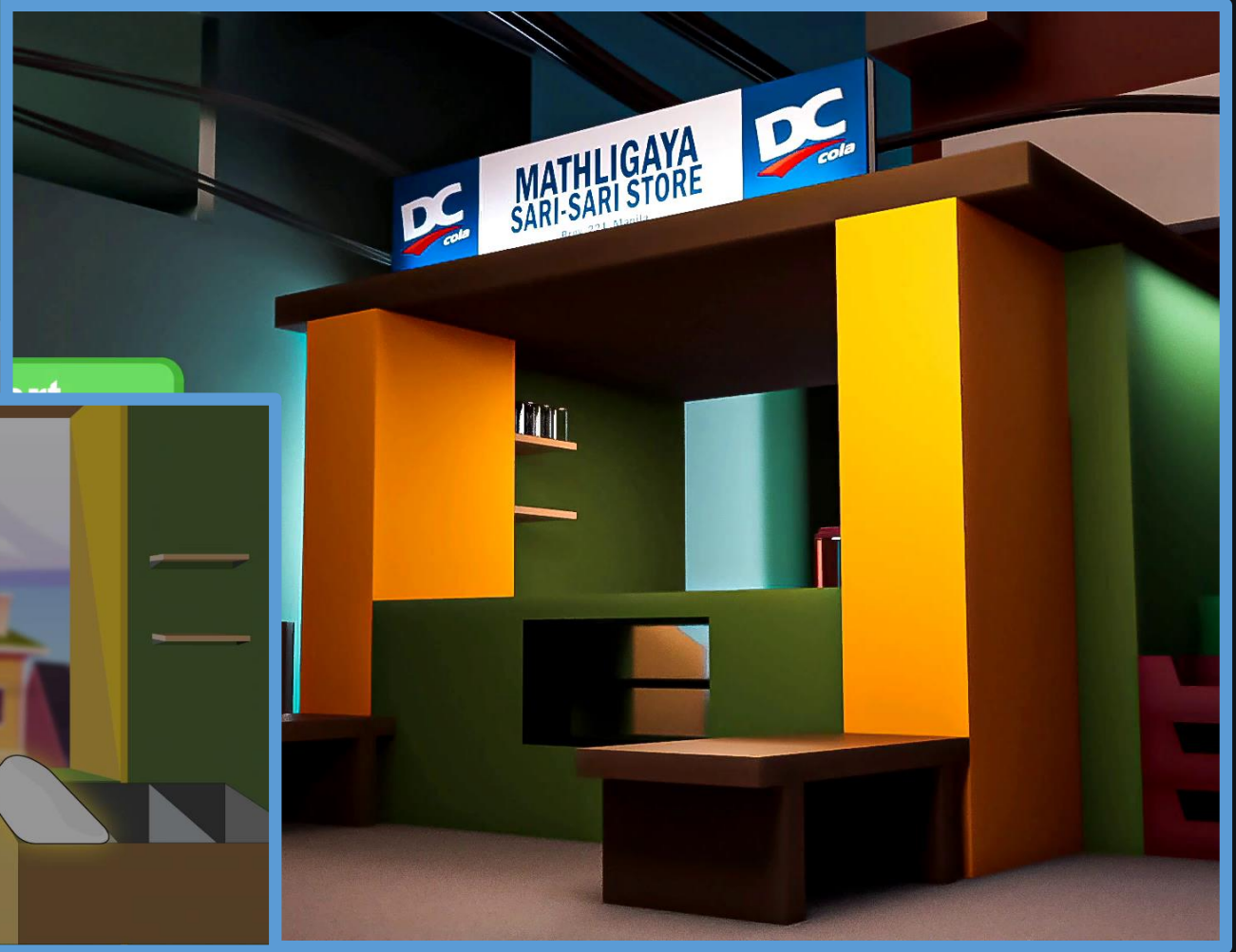
# Portfolio

These are some the games we have been making from 2014 to 2022. The rest can be found at <https://senshi.ph/games-list>.



**Released September 2022 – PC**  
Educational puzzle-platformer game





Released March 2022 – PC

Educational simulation game





**Released May 2019 – PC**  
Educational roleplaying, beat 'em up game





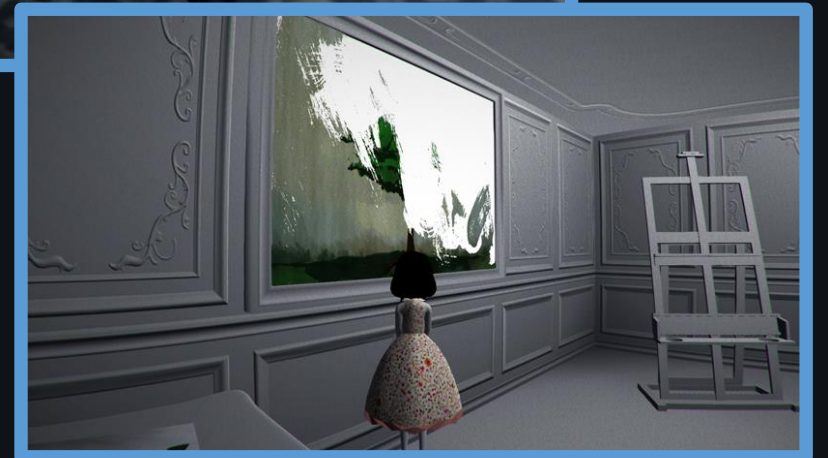


**Released February 2018 – PC**  
Turn-based roleplaying game





**Released April 2017 – PC**  
Puzzle adventure game





**Released January 2017 – PC**

Educational roleplaying game





**Released August 2016 – PC**  
Educational roleplaying Game

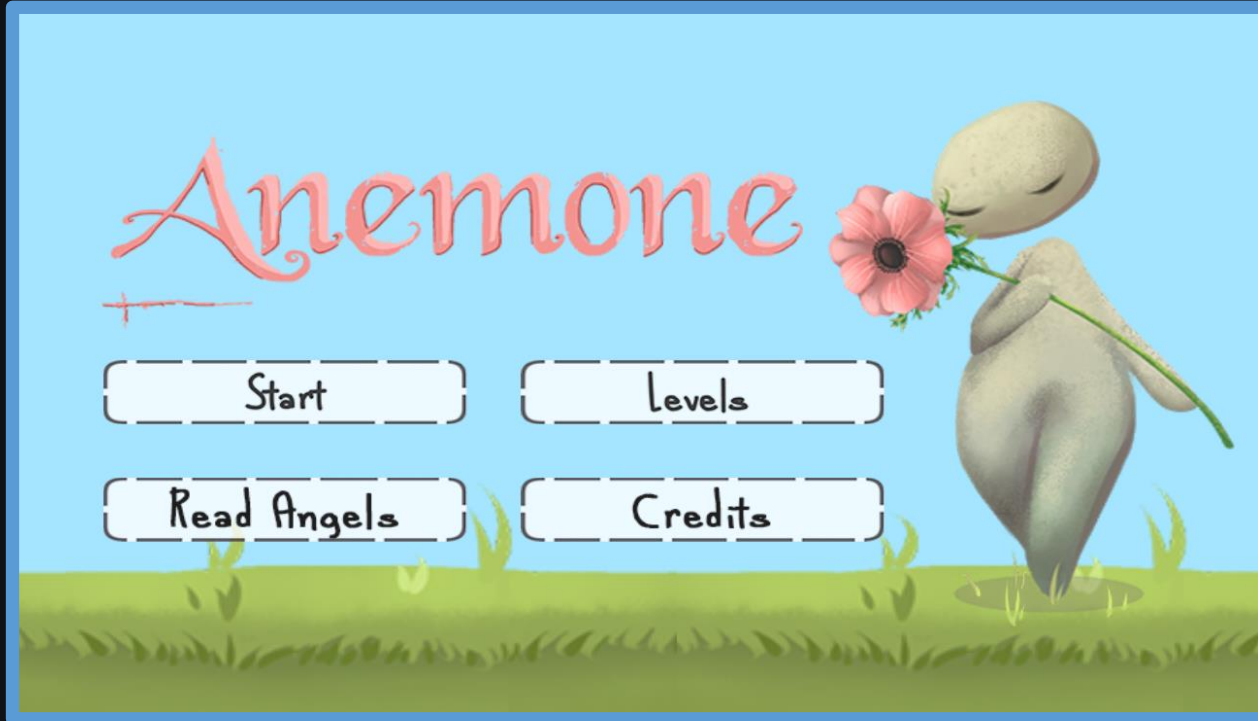




**Released July 2016 – PC**

Turn-based roleplaying game





**Released September 2015 – Android**  
Sidescroller puzzle game





**Released March 2015 – PC**

Educational roleplaying game





**Released December 2014 – PC / Steam**

Educational roleplaying game

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