

John Sollitto

Game developer with 2 years' experience with narrative and design contributions to The Sims, Marvel: Strikeforce, and Call of Duty: WW2 (Zombies). Creative Director of two graphic novel series.

jcsollitto@gmail.com
(714) 397-9381
<https://www.linkedin.com/in/jcsollitto/>

PROFESSIONAL PILLARS

Storytelling

- Conceptualized, scripted, and **directed webcomic series** Veritas and Certifiable Investigations for online publication
- Contributed to **narrative and design elements** in The Sims 4, Marvel: Strikeforce, and Call of Duty: WW2 (Zombies) - e.g. description text for items, historical research for weaponry, research for tone and voice editing for characters
- **Designed and balanced combat missions** for Marvel: Strikeforce that incorporated enemies that fit the plot as well as challenged the player's team composition
- **Developed characters and narrative beats via barks**, detailed character bios, and game scripts focusing on **dialogue** and prose-driven writing
- Researched cultures, mythologies, and content within **new and existing IPs** to support understandable, cohesive world-building and maintain tone/style
- Created character profiles, bibles, and artist briefs to allow multiple artists to keep a cohesive look for characters and world, but explore their own style

Implementation

- **Used Unity to create a dialogue script for branching text-based choices.** Created content in engine, and then pushed it through P4 for integration to complete builds
- **Testing and balancing my own designs** to aid in the production process and minimize bug probability. Used Sparx to launch and kill game content on servers for testing in various states of activity for the player
- Worked within **Agile environments** following tight deadlines
- Created, maintained, and updated **design documentation** for testing and design reference

Communication and Collaboration

- Maintained channels of communication with **globally-located cross-functional** teams, remote and in person to continue creative and narrative vision. Meeting frequently with editors and designers to receive and iterate on feedback and critique
- **Received and incorporated feedback** from game designers to better understand design philosophy and to develop more advanced techniques
- Collaborated **with editors and artists** to identify stronger story cohesion, conveying clear directorial vision

EXPERIENCE

Creative Writer and Director

Wild Hare Comics
2014 - Present

QA Engineer II

RIOT Games
April 2022 - Current

Senior QA Tester

Boundless Ent.
May 2019 - March 2022

QA Tester

Telltale Games
July 2018 - Sept. 2018

Sledgehammer Games
August 2016 - July 2018

Kabam
June 2015 - August 2016

Electronic Arts
April 2014 - April 2015

Perfect World Ent.
June 2013 - April 2014

SKILLS

Microsoft Office | G Suite
Adobe | AP Style

EDUCATION

Bachelors in Communication (Journalism)
2012 | CSU Fullerton