

Nicholas R. Solari

16 Country Club Dr. San Francisco, CA 94132 • contact@nicholasrsolari.com

Portfolio: www.nicholasrsolari.com | <https://www.linkedin.com/in/nicholasrsolari/>

WORK EXPERIENCE

Writer, Full-time April 2024-Present

PlayStation Studios, Santa Monica, CA

- Developing an original game narrative for an unannounced title.

Writer, Full-time October 2021-March 2024

Deviation Games, El Segundo, CA

- Collaborated to incept multiple original IPs for project of AAA quality and scale
- Wrote VO scripts, barks, character bios and wiki entries for lore bible
- Operated as a one-man narrative department, reporting directly to CEO / Game Director
- Developed UI/UX and tone style guides to ensure consistent narrative delivery
- Regularly designed & presented high-level narrative decks to directors & broader team
- Directed voice actors in recording sessions to ensure proper characterization & quality

User Experience Writer (FTE) July 2021-October 2021

Google LLC, Mountain View, CA

- Wrote clear & concise copy | Developed product voice guidelines | Collaborated with cross-functional & ext. partners | Participated in UX Research & Russian localization QA

User Experience Content Strategist (TVC) June 2020-June 2021

Adecco Inc. on site at Google LLC, Mountain View, CA

User Experience Writer Intern Summer 2019

Google LLC, Mountain View, CA

ADDITIONAL GAMES EXPERIENCE

“[Dark Deity](#)” Indie SRPG (Narrative Director, Writer, Developer) July 2020-July 2021

- Shaped & edited story outline | Converted outline into a cohesive script with action & dialogue | Crafted unique VO lines for battles and cutscenes | Wrote 333 character “bond” conversations | Created and maintained lore bible with World Anvil | Developed transmedia content and external marketing materials & copy | Playtested, beta-tested & bug-bashed

“[Wild Honesty: Winter Holiday Pack](#)” Indie Game (Contributing Writer) Winter, 2020

- Collaborated w/ Kalina Silverman of Big Talk to draft questions for deeper conversations

EDUCATION

University of Southern California, Los Angeles, CA May 2020

Bachelor of Arts, Narrative Studies

Minors: Video Game Programming, Russian Language

Saint Petersburg State University, St. Petersburg, Russia Spring Semester 2019

Additional Narrative Training:

Character Development & Storytelling for Games with Marianne Krawczyk; Fall Semester 2019

Game Writing Master Class I with Susan O'Connor July 2021

Game Writing Alumni Workshop with Susan O'Connor November 2021

The Art of Writing for Video Games with John Zuur Plaaten and Flint Dille March 2022

TECHNICAL SKILLS

Programming Languages: Some C++, C#, Papyrus (Creation Engine).

Applications: Jira, Asana, Trello, WriterDuet, Final Draft Pro, World Anvil, Scrivener, Twine 2, Visual Studio, Unreal Engine, Unity, Figma, Slack, G Suite, MS Office, Miro

Languages: American English (Native), Russian (Advanced Low | [ACTFL Scale](#)), Latin