

Nicholas R. Solari

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WORK EXPERIENCE

Writer, Full-time October 2021-Present

Deviation Games, Santa Monica, CA

- Scriptwriting, worldbuilding, and story planning for a brand-new, original, AAA IP

User Experience Writer (FTE) July 2021-October 2021

Google LLC, Mountain View, CA

- Wrote clear & concise copy and guidelines to unify product voice & provide peace of mind to users
- Collaborated with cross functional partners and interfaced & aligned with external product teams
- Developed priorities with UXR and assisted research sessions with note-taking to expedite feedback
- Leveraged Russian language skills for children's book ratings and copy localization

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](#)” Independent / Startup Game (Narrative Designer, Developer, Writer) **July 2020-July 2021**

- Shaped & edited story outline | Converted outline into a cohesive script w/ 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](#)” Independent Game (Contributing Writer) **Winter, 2020**

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

“[Incursion](#)” Advanced Games Project (Narrative Lead) **2019-2020 Academic Year**

- Formed & led a team of writers | Crafted original sci-fi game world to support RTS vs FPS gameplay mechanics | Wrote dynamic interactive mission scripts, in-game codexes, loading screens & voiced dialogue | Directed voice actors | Created and maintained internal lore bible

“[Ascension VR](#)” Advanced Games Project (Creative Director, Writer) **2018-2019 Academic Year**

- Designed original characters & engaging plot elements to propel narrative | Collaborated with designers to find creative solutions to UI challenges in VR | Leveraged technical knowledge to align artists & engineers around design goals

TECHNICAL SKILLS

Programming Languages: C++. Limited: C#

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

Languages: American English (Native), Russian (low-advanced), Latin

EDUCATION

University of Southern California, Los Angeles, CA **May 2020**

Bachelor of Arts, Narrative Studies

GPA 3.92

Minors: Video Game Programming, Russian Language

Saint Petersburg State University, St. Petersburg, Russia

Spring Semester 2019

Relevant Coursework:

Character Development & Storytelling for Games with Marianne Krawczyk; Advanced Games Crew; Script Coverage and Story Analysis; Professional C++; Game Engine Programming; Video Game Programming