



ALYSA D. SALIBA

WRITER GAMES | SCRIPTS | PROSE

Detail oriented philologist and intuitive creative in the Games Industry. Looking to create memorable moments, meaningful characters, and explore new worlds.

SKILLS

- Narrative
- Dialogue
- Editing
- Worldbuilding/Lore
- Quests
- Screen Writing
- Research
- Documentation
- Organization
- Attention to Detail
- Critical Thinking
- Communication
- Collaboration
- Conflict resolution
- Active Listening

EXPERIENCE

NARRATIVE DESIGNER | PEOPLE CAN FLY

November 2022 – June 2024

Character Concept: Research, Bio, Names, Art Collaboration.

Worldbuilding: History, Lore, Story, Narrative Bibles.

Names/Description (items, weapons, Seasonal Content.)

Unreal: Input Quests/Descriptions/Names in engine, string tables.

SCRIPTWRITER | UBISOFT MONTREAL

December 2019 – November 2022

Character Creation: Research, Bio, Barks, Dialogue, Naming.

Narrative: Item Descriptions, Event Narratives, CGI trailers, Assets.

Casting: Scripts, Tape Review, Reading.

Activities: Diversity Panel Speaker, NDERG Member.

WRITER/EDITOR | GRAND SCHEME GAMES

December 2018 – November 2022

Creation and Editing of Codex and Lore.

Character Summary, Bio, and dialogue. Item Descriptions.

ADMINISTRATIVE AGENT/RECEPTION | VICTORIA PARK HC

Winter 2015 – February 2019

TATTOO ARTIST/STERILE TECH | ADRENALINE MONTREAL

Fall 2009 – Winter 2015

COMPUTER SKILLS

- Confluence
- Jira
- Google
- Outlook
- Excel/Word
- Windows/Mac
- Twine
- RPG Maker MV
- Unreal (basic)

RELEVANT COURSES

CONCORDIA | VIDEO GAMES AND/AS LITERATURE
THE VISUAL HISTORY OF VIDEO GAMES

MASTERCLASS | SCREENWRITING: DUFFER BROTHERS
STORYTELLING: NEIL GAIMAN

ACTIVITIES

Gaming. Writing. Reading. Equestrian. Literature. Art. Environmental Council. Arthritis Society. WolfLab Art Collective. Dog Mom.

 a.d.saliba@gmail.com


 514-994-9248

 <https://www.alysadsaliba.com/>

MONTREAL, QC



 **CONCORDIA UNIVERSITY**
English Literature
2018

 **JOHN ABBOTT COLLEGE**
Liberal Arts
2007

REFERENCES UPON REQUEST