

# DOMINIC ZULLO

## NARRATIVE DESIGNER

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### EXPERIENCE

#### **NARRATIVE DESIGNER – Digital Scorpion Interactive (May 2023 - Present)**

Currently writing lore and side quests for *Hit & Bit*, a 16-bit fantasy hack-and-slash.

#### **NARRATIVE DESIGNER – Fun Waffle Studio (Mar. 2023 – May 2023)**

Worked on the upcoming Western Zombie Survival game, *Trail of the Undead*. Oversaw early worldbuilding efforts, including level narratives, and NPC concepts. Collaborated with level designers to ensure consistency between story and level creation.

#### **NARRATIVE DESIGNER – Zygodot (Jan. 2022 – Sep. 2022)**

Interned during Game Design Masters and worked on *Breakers World* and other unreleased games. Collaborated with teams of writers to develop character dialogue and collectible lore. Implemented dialogue in-engine, maintained project documentation, and fixed dialogue-related bugs.

### PROJECTS [HTTPS://WWW.DOMINICZULLO.COM/PROJECTS](https://www.dominiczullo.com/projects)

#### **Breakers World** | Action RPG | Narrative Designer

Samples: <https://www.dominiczullo.com/breaker-s-world-samples>  
[https://store.steampowered.com/app/1942360/Breakers\\_World/](https://store.steampowered.com/app/1942360/Breakers_World/)

#### **Dissent** | Visual Novel RPG | Game Writer

<https://store.steampowered.com/app/1979210/Dissent/>

#### **Lost in Escape** | First Person Puzzle Game | Narrative Designer

<https://arshnoorsingh.itch.io/lost-in-escape>

### EDUCATION

#### **FULL SAIL UNIVERSITY**

Game Design Master of Science (Sep. 2021 – Sep. 2022)

#### **FULL SAIL UNIVERSITY**

Creative Writing Bachelor of Fine Arts (Jan. 2020 – Sep. 2021)

[Salutatorian](#) - Awards for [Game Writing](#) and [Transmedia Writing](#).

#### **SOUTHWESTERN COMMUNITY COLLEGE**

Associate in arts – English (Aug. 2017 – Dec. 2019)

### SKILLS

**Narrative** – Narrative Design, Script, Prose, Editing, Storytelling, Worldbuilding, Lore, Branching Dialogue, Collectibles, Quests, Missions, Interactive Media, Barks, Characters

**Software** – Final Draft, Microsoft Suite, Adobe Suite, Unreal Engine Blueprints, Twine, Ink, Ren'Py, GitHub/GitLab

**Collaborative** – Knowledge of level design, art, and development needs, QA/UX processes, and production pipeline

**Production** – Resource Management, Task Planning, Project Documentation, Jira, Trello, Hack'n'Plan, MS Project

### CONTACT

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