

ABOUT ME

Experienced writer with multiple indie projects completed. Passionate about solo and co-op game experiences, especially those driven by compelling stories or set in interesting worlds. Experienced as a Solo Narrative Designer and as a Team Lead.

CONTACT

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Winter Park, FL



SKILLS

DESIGN – Narrative Design, Game Design, Narrative Systems Design

SOFTWARE – Unreal/Blueprints, Twine, Inky, Ren'Py, Jira, Trello, Hack'n'Plan, GitHub/GitLab, MS Project

WRITING TOOL – Final Draft

PRODUCTION – Feature/Task Lists, Capacity Plans/Schedules, Resource Management, QA Test Plans, Game Design Documents (GDD), Dialogue Sheets

DOMINIC ZULLO

GAME WRITER

EDUCATION

FULL SAIL UNIVERSITY

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

[Narrative Design](#), Production Documentation, [User Experience \(UX\)](#), Quality Assurance (QA), [In-Engine Design](#), Tool Use, [Data Analysis](#), Prototyping, [Internship](#).

FULL SAIL UNIVERSITY

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

Awards for [Game Writing](#) and [Transmedia Writing - Salutatorian](#). [Film Writing](#), Television, [Video Games](#), Advertising/Marketing, [Prose](#), Story Bibles, [Comics](#), Multi-Genre, [Transmedia](#), Publishing, [Historical Research](#).

SOUTHWESTERN COMMUNITY COLLEGE

Associates in Arts – English (Aug. 2017 – Dec. 2019)

British and American Literature, Film Analysis, Mythology, and History.

EXPERIENCE

NARRATIVE DESIGNER – Zygobot (Jan. 2022 – Sep. 2022)

Interned during the Game Designer MS program at Full Sail. Worked on several fast-paced, multi-month projects.

- **Breakers World** – Started as a [Lead Character Writer](#), developing dialogue for more than 20 characters. Became the [Lead Narrative Designer](#) and oversaw all story-related work produced by a team of 4 other writers.
- **Dissent** – Participated in a game jam with another student-run studio on a team of 3 [Writers](#), working on dialogue and environmental narrative design.
- **Frida** – Crafted character dialogue and item descriptions as a [Writer](#). Writing about Frida Kahlo involved researching her biographies, online museum, paintings, and several articles.

PROJECTS

Breakers World | Action RPG | *In development* | Lead Narrative Designer
https://store.steampowered.com/app/1942360/Breakers_World/

Dissent | Visual Novel RPG | *Released* | Writer
<https://store.steampowered.com/app/1979210/Dissent/>

Lost in Escape | First Person Puzzle Game | *Released* | Narrative Designer
<https://arshnoorsingh.itch.io/lost-in-escape>

Halloween Junction | Twine Text Adventure | *Released* | Writer
<https://noblemansrose.itch.io/halloween-junction>

Timekeeper's Pocket Watch | Ink Text Adventure | *Released* | Writer
<https://noblemansrose.itch.io/timekeepers-pocket-watch>

AFFILIATIONS

International Game Developers Association (IGDA)
Full Sail Creative Writing Club

OTHER EXPERIENCE

VOLUNTEER, APPALACHIAN SERVICE PROJECT

(Jun. 2013 – Jul. 2017)

Church youth group spent summers repairing homes for low-income families.

VOLUNTEER ASSISTANT MARTIAL ARTS INSTRUCTOR

(Mar. 2014 – Aug. 2015)

Taught responsibility, restraint, respect, patience, and self-defense to kids, (4-14).