



ALYSA D. SALIBA

WRITER GAMES | SCRIPTS | PROSE

SKILLS

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

EXPERIENCE

SCRIPTWRITER | UBISOFT MONTREAL

December 2019 – Present

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 – Present

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 | GRAND SCHEME GAMES

Fall 2009 – Winter 2015

COMPUTER SKILLS

- Confluence
- Jira
- Google
- Outlook
- Excel/Word
- Windows/Mac
- Twine
- RPG Maker MV
- Adobe

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.

REFERENCES UPON REQUEST

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

CONTACT

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

MONTREAL, QC



EDUCATION

CONCORDIA UNIVERSITY
 English Literature
 2018

JOHN ABBOTT COLLEGE
 Liberal Arts
 2007