

Ana R. Solimano

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LinkedIn: <https://www.linkedin.com/in/ana-s-453a03123/> - Portfolio: <http://anasolimano.weebly.com/>

Skills:

Task Management & Scheduling
Team Leadership & Communication
Pipeline Organization
Project Management Methodologies: Agile, Gantt, Scrum, Kanban
Platforms: Switch, Mac, PC, Xbox Series X, PS4/5, and Oculus

Software:

Microsoft Office & Google Apps
Slack, Miro
Project Management Software: Notion, Trello, Jira, Confluence
Unity, C#, SPSS, Perforce
Adobe After Effects, Premiere Pro, Photoshop

Work Experience

Infinity Ward | Assistant Producer | Modern Warfare 2 & 3

2 years, and ongoing

- Managed development of large, mid sized and smaller multiplayer maps from pre-production to QA and post-production
- Organized submission and verification of bugfixes for live game issues for patches and emergency updates
- Created and implemented a new production process for map production from pre-production through live game updates
- Triage map related issues and established studio wide documentation for feature and map owners

Mobius Digital | Production Assistant | Outer Wilds

1 year and 6 months

- Managed and maintained the agile and waterfall production schedules across all departments
- Managed hiring, vetting, and scheduling contractors
- Headed communication with localization and QA teams and provided contextual documentation
- Prepare production estimates and milestones for leadership

Warner Brothers Animation | Production Intern | Harley Quinn,

Scooby Doo, Gremlins

Summer of 2019

- Assisted in organizing and tracking for talent during pre-production of an upcoming title
- Assisted different productions and titles with different parts of their processes in order to ensure deadlines were met
- Created and delivered breakdowns from scripts and animatics of assets to be made for production
- Headed color asset organization and delivery to online cloud service for artists and producers

Survios | Production Intern | Creed, Electronauts, Battlewake

Summer of 2018

- Scheduled and facilitated project meetings, documented & publishing meeting notes, and reviewing tasks & deliverables
- Facilitated communication of copy and content for marketing assets, merch, video content, and web development
- Headed licensing of marketing assets and fonts for all platforms: web, print, and in game usage
- Tracked and archived project deliverables including acquiring official sign-offs on assets

Team Based Projects

Empath | Producer | Team of 30

10 months, 2018 - 2019

- In Progress | Unreal | VR Combat Game
- Coordinated individuals in order to encourage ownership and creative freedom over sections of the game
 - Utilized waterfall and kanban scheduling methods to organize the art and audio pipeline
 - Reorganized art and audio teams to document and keep track of different statuses of different assets
 - Reorganized weekly art and audio meetings to facilitate communication and give reviews to externals

Education: USC School of Cinematic Arts

Interactive Media & Game Design BA, Minor Game Entrepreneurism

Graduation: 2020

Personal Interests

Tabletop Roleplaying Games

BJJ