# Ana R. Solimano

anarsolimano@gmail.com
(281)-818-4129
linkedin.com/in/ana-s-453a03123/
https://anasolimano.com/

## Summary

Development producer equipped to improve efficiency and streamline operations. Strong focus on collaboration and building cross departmental relationships, adaptable to changing needs. Well versed in task tracking, managing different priorities, and supporting development teams.

## Work History

### Insomniac - Contract Project Manager

***09/2025 - Current***

- Lead cross departmental mission pod efforts for 7 missions during three critical milestones
- Tracked progress and drove towards solutions on key challenges set by directors and project management leadership
- Managed the workload and prioritization of over 30 developer's to ensure the right work was being delivered on time
- Planned the QA coverage of all missions and submission criteria for three critical milestones

### Infinity Ward - Assistant Producer

***10/2021 - 09/2025***

- Lead development of over 13 multiplayer maps and their game modes with cross department collaboration
- Liaised with directors and producers across the studio for the implementation of the new production process, integrating agile and waterfall processes resulting in improved production efficiency
- Oversaw the development of key R&D offerings to create high value and low cost gameplay
- Organized submission and verification of over 50 critical bug fixes for live patches and emergency updates

### Mobius Digital - Production Assistant

***02/2020 - 10/2021***

- Continuously improved workflow efficiency by identifying bottlenecks in production processes and implementing agile solutions
- Coordinated the over 50 external play testing and implementation of feedback to allow for design's quick iterations
- Revitalized our community support with development updates, patch notes, and social media management
- Fostered a positive working environment by promoting open communication channels among team members during projects

## Skills

- Task Management & Scheduling
- Strong interpersonal connections
- Cross-functional teamwork
- Strategic production planning
- Production standards management
- Content production
- Project planning and prioritization
- Scrum and Kanban practices

## Education

**05/2020**

### USC School of Cinematic Arts

**Bachelor of Arts: Interactive Media & Game Design**

**Minor: Game Entrepreneurism**

## Interests

- Martial Arts
- TTRPGs
- Crafting and DIY Projects
- Gardening