VARUN S. BAJAJ

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PROJECTS / ROLES

- **Level Designer**, **Game Designer**, **QA Analyst** on *Lightless*, a capstone game showcased at GDC 2019, selected to be showcased at Imagine RIT 2019, RPI GameFest 2019
- **Level Designer** on *Escape Room VR*, a Virtual Reality Escape Room game showcased at Imagine RIT 2018
- **Level Designer** and **Artist** on *Life*, a game about kindness, showcased at iThrive Find The Kind Game Jam 2018
- **Game Designer**, **Level Designer** on *Word of the Grey*, a unique letter-based platformer with a dual narrative

WORK EXPERIENCE

iD Tech   **Princeton University, Monmouth University, NJ, USA**
Instructor - Summer Intern   *May 2018 - Aug 2018*
Taught various courses to students of different age groups, including:
- Game Design and Development 101
- Level Design and Cinematics with Unreal Engine 4
- Program Gameplay Mechanics with Unreal Engine 4
- WorldBuilder: Game Design with Minecraft
- Code-a-Bot: AI and Robotics with Your Own Cozmo

XR Labs (previously MetARVRse)   **Chennai, India**
Game Developer Intern   *May 2016 - Jun 2016*
- Game Design and Development in Unreal Engine 4 in the fields of Virtual Reality and Augmented Reality
- Created a drum playable in Virtual Reality on Unreal Engine 4, using Leap Motion
- Designed a VR movie theatre to show clients demo videos in Virtual Reality
- Changed the target marker to display an object using Augmented Reality
- Worked on UI, Mini-Map and HUD Integration

SKILLS

- Engines: Unreal 4, Unity, and Hammer
- Level Design Editors: GTA V, CS:GO, Far Cry 3, Portal 2, The Way of the Ninja
- Geo, Animation, and Textures: Maya
- Video Editing: Camtasia Studio and Adobe After Effects
- Coding Languages: C#, Java, C, C++

CERTIFICATIONS

- **Introduction to Game Design** certificate by MIT on edX, 2016
- **Unreal Engine 4** certificate on Udemy, 2016
- **HTML5 Inroduction** certificate by W3C on edX, 2016
- **Business English Certificate (BEC-Vantage)** by the University of Cambridge, 2014

EDUCATION

Rochester Institute of Technology (RIT) | School of Interactive Games and Media   **Rochester, NY**
Master of Science, Game Design and Development   *May 2019*
Coursework: *Game Design*, *Game Development Processes*, *Level Design*, *Gameplay and Prototyping*, *Modeling Texturing and Animation in Maya*, *IGM Production Studio VR Game Development*, *Game Balance*, *Audio Production*, *Capstone Design and Development*
GPA: *3.91/4*
Honors: *Awarded a merit-based Graduate scholarship*

Gandhi Institute of Technology and Management (GITAM University)   **Hyderabad, India**
Bachelor of Technology, Computer Science and Engineering   *Apr 2017*
GPA: *3.51/4*

EXTRACURRICULAR AND VOLUNTEER ACTIVITIES

- **Conference Associate** at the Game Developers Conference (GDC 2019)