

Varun Bajaj

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Work Experience

Ubisoft India

Level Designer

Mumbai, India | Feb 2021 - Present

- Currently working on **Assassins Creed VR** in collaboration with Ubisoft's Red Storm Entertainment, Ubisoft Düsseldorf, and Ubisoft Reflections.

Junior Technical Level Designer

Mumbai, India | Jul 2019 - Feb 2021

- Worked on **Prince of Persia: The Sands of Time Remake** and was responsible for:
 - Scripting and implementation of the cinematics and cutscenes
 - Creating scripted events and setting up landscape cameras in multiple levels

Game Developers Conference

San Francisco, CA | Mar 2019

Conference Associate

- Helped manage events and sessions at the Game Developers Conference

iD Tech

Princeton University, Monmouth University, NJ | May 2018 - Aug 2018

Game Design and Development Instructor

- Taught various game design 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

XR Labs

Chennai, India | May 2016 - Jun 2016

Game Developer Intern

- Developed Virtual Reality/Augmented Reality prototypes using Unreal Engine 4
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Education

Rochester Institute of Technology

Rochester, NY | May 2019

Master of Science in Game Design and Development (GPA: 3.91/4) | Merit-based Scholarship

Relevant Coursework: Level Design, Game Design, Game Development Processes, Gameplay and Prototyping, Modeling Texturing and Animation in Maya, VR Game Development, Game Balance

Capstone Project: Level Designer, Game Designer on **Lightless**, a 3D puzzle platformer game showcased at GDC 2019, Imagine RIT, RPI GameFest 2019

Gandhi Institute of Technology and Management

Hyderabad, India | Apr 2017

Bachelor of Technology in Computer Science & Engineering (GPA: 3.51/4)

Skills

- **Engines:** Unreal Engine 4, Unreal Engine 5, Unity, Anvil Engine, Hammer Editor
 - **In-game Level Editors:** GTA 5, Far Cry, Portal 2, Golf With Your Friends
 - **Drawing and Modeling Tools:** Adobe Photoshop, GIMP, Autodesk Maya
 - **Programming:** Blueprint scripting, C#
 - **Task Management, Collaboration and Documentation:** JIRA, Trello, Miro, Confluence
 - **Video Editing:** Adobe Premiere Pro
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Certifications

- Level Design Master Class: All in One Complete Course on Udemy 2022
- Unreal Engine Blueprint Game Developer Course on Udemy In progress
- Complete C# Unity Game Developer 3D course on Udemy In Progress
- Introduction to Game Design certificate by MIT on edX 2016
- Unreal Engine 4: The Complete Beginner's Course on Udemy 2016