

Amruth Varshan

WRITER | DESIGNER

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EDUCATION

BACHELOR'S IN ELECTRICAL &
ELECTRONICS ENGINEERING
SASTRA University | 2012 - 2016

Wrote, directed and produced
stage plays at various universities

SKILLS

- Design
- Writing
- Collaboration
- Scripting
- Game engines
- Debug tools
- Research
- Documentation
- Technical literacy

FREELANCE WORK

ATLAS MISSION | 2021

Wrote design documents for
educational games, creating
memorable characters with
unique voices and personalities

PROJECTS

EVA | 2021

A game made in 48 hours for
the GMTK Game Jam 2021

HARRIET | 2021

A solo game made while teaching
myself to use the Godot engine

EXPERIENCE

NARRATIVE DESIGNER

Zynga | September 2019 - present

- Match-3 level design using Unity
- Content to sustain a live game for 3+ years
- Design of gameplay features and systems
- Assistance with branching narrative stories
- Character, story, dialogue, flavour, UI writing
- Script fixes for the in-house level editor
- In-engine implementation of narrative
- Working with artists, animators, developers

GAME TESTER

Ubisoft | January 2019 - September 2019

- Tested *Tom Clancy's Ghost Recon Breakpoint*
- Built familiarity with debug tools & JIRA

HEAD OF CONTENT

DataTracks | March 2018 - November 2018

- Oversaw all business marketing content

CONTENT WRITER

Freshworks Inc. | June 2016 - November 2017

- Worked with a team of writers and artists to
create diverse marketing collateral