

Amruth Varshan

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Narrative Designer | Writer

With 5 years of experience across different verticals in game development, I've built a strong understanding of the tools and technology involved, and the ability to creatively circumvent their limitations.

Experience

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| ROVIO
2022 - Present | Level Designer <ul style="list-style-type: none">Level design on Angry Birds Dream BlastNarrative copy for features and UI screensResearch into procedural narrative systems |
| ZYNGA
2019 - 2022 | Narrative Designer <ul style="list-style-type: none">Gameplay features and narrative systemsCharacter, story, dialogue & UI writingContextual narrative for game mechanicsIn-engine implementation of narrativeContent to sustain live games for 5+ yearsDesign mentorship for new hiresCode fixes (C#) for in-house level editor |
| UBISOFT
Jan 2019 - Sep 2019 | Game Tester <ul style="list-style-type: none">Tested <i>Tom Clancy's Ghost Recon Breakpoint</i>Built familiarity with debug tools and JIRA |
| DataTracks
Mar 2018 - Nov 2018 | Assistant Manager, Marketing <ul style="list-style-type: none">Editorial oversight of the marketing team |
| Freshworks
2016 - 2017 | Content Writer <ul style="list-style-type: none">UI copy and varied marketing collateral |

Education

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| SASTRA University
2012 - 2016 | Bachelor's in Electrical & Electronics Engineering <p>Wrote, directed and produced stage plays at various universities in South India.</p> |
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SKILLS

- Design
- Writing
- Collaboration
- Game engines
- World building
- Documentation

PROJECTS

[Setting the Stage](#) | LD54 2023

Lead writer and designer on a musical, narrative puzzle game

[Styx and Stones](#) | LD53 2023

In charge of writing and narrative systems on an endless runner

[Eva](#) | GMTK 2021

Designed and wrote for narrative systems in a 48-hour game jam

[Harriet](#) | 2021

A solo game made to teach myself the Godot game engine