Amruth Varshan

Game Writer | Narrative 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

- Writing
- Dialogue
- · World building
- Twine
- · Game engines
- Documentation
- Scripting
- Research
- Collaboration

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

- Narrative writing for multiple games
- · Contextual narrative for game mechanics
- · Character, story, dialogue, and UI writing
- · Item descriptions and immersive flavour text
- · Text for tutorials and FTUE dialogs
- · Content to sustain a live game for 3+ years
- · Assistance with branching narrative stories
- · Maintaining content and quality consistency
- · In-engine implementation of narrative
- · Expansive writing on popular IPs

GAME TESTER

Ubisoft | January 2019 - September 2019

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

Assistant Manager, Marketing

DataTracks | March 2018 - November 2018

- · Oversight of all business marketing content
- · Maintaining tonal and editorial consistency

CONTENT WRITER

Freshworks Inc. | June 2016 - November 2017

- · Marketing collateral for B2B & B2C audiences
- · Product copy and sales enablement writing