

Amruth Varshan

NARRATIVE DESIGNER | WRITER

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amruthvarshan.github.io

EDUCATION

2012 - 2016 | [Bachelor's Degree](#)

Wrote, directed and produced stage plays at various universities in South India.

PROJECTS

2023 | [Setting the Stage](#)

Lead writer & designer on a musical, narrative puzzle. Won 3rd place in the Audio category for Ludum Dare 54.

2023 | [Styx and Stones](#)

In charge of the writing and narrative systems in an endless runner made for the Ludum Dare Game Jam 53.

2021 | [Eva](#)

Designed and implemented the narrative systems for a GMTK Jam game with a unique mechanic.

2021 | [Harriet](#)

A basic 2D platformer with quirky flavour text made while teaching myself the Godot game engine.

FREELANCE

2021 | [Atlas Mission](#)

Wrote design docs & characters with unique voices and personalities for educational games

ABOUT ME

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.

GAMES EXPERIENCE

LEVEL DESIGNER

Rovio | 2022 – Present

- Level design on Angry Birds Dream Blast
- Narrative copy for features and UI screens
- Research into procedural narrative systems

NARRATIVE DESIGNER

Zynga | 2019 – 2022

- Gameplay features and narrative systems
- Character, story, dialogue & UI writing
- Contextual narrative for game mechanics
- In-engine implementation of narrative
- Content to sustain live games for 5+ years
- Design mentorship for new hires
- Code fixes (C#) for in-house level editor

GAME TESTER

Ubisoft | Jan 2019 – Sep 2019

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

PAST EXPERIENCE

ASSISTANT MANAGER, MARKETING

DataTracks | Mar 2018 – Nov 2018

- Editorial oversight of the marketing team

CONTENT WRITER

Freshworks | 2016 – 2017

- UI copy and varied marketing collateral

SKILLS

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