Amruth Varshan

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Narrative Designer | Writer

With over 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

ROVIO
2022 - Present

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

ZYNGA
2019 - 2022

Narrative Designer
- 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

UBISOFT
Jan 2019 - Sep 2019

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

DataTracks
Mar 2018 - Nov 2018

Assistant Manager, Marketing
- Editorial oversight of the marketing team

Freshworks
2016 - 2017

Content Writer
- UI copy and varied marketing collateral

Education

SASTRA University
2012 - 2016

Bachelor's in Electrical & Electronics Engineering
Wrote, directed and produced stage plays at various universities in South India.

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