

# VARUN BAJAJ

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## PROJECTS / ROLES

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- **Junior Technical Level Designer** on *Prince of Persia: Sands of Time Remake*
- **Level Designer, Game Designer** on *Lightless*, a capstone game showcased at GDC 2019, Imagine RIT 2019, RPI Game-Fest 2019

## WORK EXPERIENCE

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### Ubisoft India Studios

*Junior Technical Level Designer*

**Mumbai, India**

*July 2019 - Present*

### Game Developers Conference

*Conference Associate*

**San Francisco, California**

*March 2019*

### iD Tech

*Instructor - Summer Intern*

**Princeton University, Monmouth University, NJ, USA**

*May 2018 - Aug 2018*

Taught various courses to students of different age groups, including:

- Game Design and Development 101
- Level Design and Cinematics with Unreal Engine 4
- Program Gameplay Mechanics with Unreal Engine 4
- WorldBuilder: Game Design with Minecraft
- Code-a-Bot: AI and Robotics with Your Own Cozmo

### XR Labs

*Game Developer Intern*

**Chennai, India**

*May 2016 - Jun 2016*

- Game Design and Development in Unreal Engine 4 in the fields of Virtual Reality and Augmented Reality
- Created a drum playable in Virtual Reality on Unreal Engine 4, using Leap Motion
- Designed a VR movie theatre to show clients demo videos in Virtual Reality
- Changed the target marker to display an object using Augmented Reality
- Worked on UI, Mini-Map and HUD Integration

## SKILLS

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- Engines: Anvil, Unity, Unreal Engine, Hammer
- In-game Level Editors: GTA V, Far Cry, Portal 2
- Geo, Animation, and Textures: Maya
- Video Editing: Adobe Premiere Pro, Camtasia Studio, Adobe After Effects
- Programming Languages: C#, Blueprint scripting

## CERTIFICATIONS

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- **Introduction to Game Design** certificate by MIT on edX, 2016
- **Unreal Engine 4** certificate on Udemy, 2016
- **HTML5 Introduction** certificate by W3C on edX, 2016
- **Business English Certificate (BEC-Vantage)** by the University of Cambridge, 2014

## EDUCATION

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**Rochester Institute of Technology (RIT)** | School of Interactive Games and Media

**Rochester, NY**

*Master of Science, Game Design and Development*

*May 2019*

**Coursework:** *Game Design, Game Development Processes, Level Design, Gameplay and Prototyping, Modeling Texturing and Animation in Maya, VR Game Development, Game Balance, Capstone Design and Development*

**GPA:** 3.91/4

**Honors:** *Awarded a merit-based Graduate scholarship*

**Gandhi Institute of Technology and Management (GITAM University)**

**Hyderabad, India**

*Bachelor of Technology, Computer Science and Engineering*

*Apr 2017*

**GPA:** 3.51/4