Varun Bajaj

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Work Experience

Ubisoft India

Level Designer   Mumbai, India | Feb 2021 - Present
- Currently working on an **unannounced project**.
- Worked on **Assassin's Creed VR** in collaboration with Ubisoft's Red Storm Entertainment, Ubisoft Düsseldorf, and Ubisoft Reflections.

Junior Technical Level Designer   Mumbai, India | Jul 2019 - Feb 2021
- Worked on **Prince of Persia: The Sands of Time Remake** and was responsible for:
  - Scripting and implementation of the cinematics and cutscenes
  - Creating scripted events and setting up landscape cameras in multiple levels
  - Recording footage for all the sand visions in the game

Game Developers Conference   San Francisco, CA | Mar 2019

Conference Associate
- Helped manage events and sessions at the Game Developers Conference

iD Tech   Princeton University, Monmouth University, NJ | May 2018 - Aug 2018

Game Design and Development Instructor - relevant courses taught:
- Game Design and Development 101
- Level Design and Cinematics with Unreal Engine 4
- Programming Gameplay Mechanics with Unreal Engine 4
- WorldBuilder: Game Design with Minecraft

XR Labs   Chennai, India | May 2016 - Jun 2016

Game Developer Intern
- Developed Virtual Reality/Augmented Reality prototypes using Unreal Engine 4

Education

Rochester Institute of Technology   Rochester, New York | May 2019
Master of Science in Game Design and Development (GPA: 3.91/4) | Merit-based Scholarship
Relevant Coursework: Level Design, Game Design, Game Development Processes, Gameplay and Prototyping, Modeling Texturing and Animation in Maya, VR Game Development, Game Balance
Capstone Project: Level Designer, Game Designer on **Lightless**, a 3D puzzle platformer game showcased at GDC 2019, Imagine RIT, RPI GameFest 2019

Gandhi Institute of Technology and Management   Hyderabad, India | Apr 2017
Bachelor of Technology in Computer Science & Engineering (GPA: 3.51/4)

Skills

- **Engines for creating blockouts/layouts**: Unreal Engine 4, Unreal Engine 5, Unity, Anvil Engine, Hammer Editor
- **In-game Level Editors**: GTA 5, Far Cry, Portal 2, Golf With Your Friends, Volume, Fall Guys
- **Drawing and Modeling Tools**: Adobe Photoshop, GIMP, Autodesk Maya
- **Programming**: Blueprint/ Visual scripting
- **Task Management and Documentation**: JIRA, Trello, Miro, Confluence, Perforce, MS Word, Excel, Powerpoint
- **Video Editing**: Adobe Premiere Pro

Certifications

- Unreal Engine Blueprint Game Developer Course on Udemy   2023
- Level Design Master Class: All in One Complete Course on Udemy   2022
- Complete C# Unity Game Developer 3D course on Udemy   In Progress
- Introduction to Game Design certificate by MIT on edX   2016
- Unreal Engine 4: The Complete Beginner's Course on Udemy   2016