

# Vamsi Varra

Game Designer| Producer|  
GQA|Game design Faculty

720-339-3420  
vkr.varra@gmail.com

<https://bantyparker.wixsite.com/varra>

<https://www.linkedin.com/in/vamsi-varra-a28707241/>

## About Me

Passionate and detail-oriented game designer and developer focused on player motivations, balancing challenge and fun, and creating engaging multiplayer experiences. Experienced in game production, Quality Assurance, and teaching game design. Skilled in Unreal Engine 5 Blueprints, game mechanics design, and project management. Seeking a role to apply expertise in game development while continuously learning and improving.

## Work Experince

### Interactive Media Lab Assistant – Clark University (Jan' 25 – Present)

Assisted with the setup, maintenance, and troubleshooting of interactive media equipment and software. Manage inventory and track the usage of lab devices and tools. Coordinate equipment rentals and ensure proper storage of lab resources. Maintain detailed logs of equipment usage and perform routine maintenance tasks.

### Quality Assurance Tester – Slime Ware, Worcester, MA (Aug '24 – Present)

Conducted thorough software testing to identify and document bugs and issues. Collaborated with development teams to resolve problems and enhance product quality. Maintained detailed records of testing processes and results for analysis and reporting.

### Research Assistant – Clark University, Worcester, MA (Jan – Dec 24)

Researched for a government funded project to raise an awareness on water scarcity using XR/VR development.

### Game Design Intern- MassDigi, Worcester, MA (Aug-Dec' 24)

Worked as a game designer for Aliens Wants our Mascot. A 2d tower defense game. Designed and iterated on new level layouts to enhance gameplay experience. Developed engaging daily challenges to maintain player retention and encourage replayability. Collaborated with the team to refine level design based on feedback and playtesting.

### Trainee Test Engineer – PTW, Hyderabad (Feb – May'23)

### Game & Level Designer – Vazrh Studios, Hyderabad (Aug – Dec'22)

## Education

MFA in Interactive Media – Clark University, Worcester, MA

Bachelor of Multimedia (Gaming) – IACG, Hyderabad

## Skills

GamePlayMechanics Design	Cross-Team Coordination
Level Design	Conflict Resolution
Game Balancing & Tuning	Pitching&Presenting
Unreal Engine Blueprints	Version Control
GDD's	Kanban
Pitching&Presenting	Representing a project or Team
Agile&Scrum methodologies	
Scheduling and Milestones	Sprint Planning

## Softwares

Unreal Engine	Trello
Unity	Jiira
Plastic,Github	Miro
Adobe CC	Auto Desk Maya
Zbrush	