

# Varun Saxena

Game Designer  
Writer  
Educator

## Skills

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Unity 3D-----●●●●○  
Maya & 3DS Max-----●●●●○  
Screenwriting-----●●●●○  
Microsoft Office Suite-----●●●●○  
C# Scripting-----●●●○○  
PhotoShop and Illustrator-----●●●○○  
Unreal Engine-----●●○○○

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## Experience

### Game Writer and Interaction Designer (Full Time) - Killer Snails, LLC

FEB 2022 TO PRESENT- KILLER SNAILS, BROOKLYN, NY

I am currently working for Killer Snails- a Brooklyn-based educational technology company, on their immersive experiences and AR projects being developed in partnership with the Wildlife Conservation Society, Hudson River Park and the Mount Sinai Transdisciplinary Center on Early Environmental Exposures. My duties include, but are not limited to- working with game designers to author story, instructions, descriptions, and didactic text; creating UI flow maps and interface design documents; and incorporating team feedback to revise, review, edit, and update my work as necessary.

### Adjunct Assistant Professor (Part Time) - Intro to Digital Games

FALL 2021 AND SPRING 2022 (SEPT '21-MAY '22) . CUNY, HOSTOS COMMUNITY COLLEGE, BRONX, NY

As an Adjunct Assistant Professor at CUNY's Hostos Community College, I taught Intro to Digital Games class to Associate level students for two academic semesters. The class introduces students to concepts of game mechanics, game theory, and digital game production by affording them the opportunity to read about game development, play test several different video games and finally create their own game using important industry standard development tools like Unity3D.

### Teaching Assistant (Part Time) - Intermediate Game Design

FALL 2020 (SEPT '20-DEC '20) AND SPRING 2021 (JAN '21-MAY '21) NYU GAME CENTER, BROOKLYN, NY

I worked as a Teaching Assistant in Fall '20 and Spring '21 for BFA Students at NYU Game Center. Some of my duties included- helping out with online class management in Zoom, managing class attendance, providing feedback on students' work, and initiating their communication with the professor. I also executed an in-class demo for the '3D Level Design' and 'Economy Balancing' sections of the class.

## Projects

### Waiting For Evening

SEPTEMBER 2020 TO MAY 2021- NYU GAME CENTER, BROOKLYN, NY

A mystery-room-style narrative game about love and inter-generational relationships through 40 years of Bombay's history (present day Mumbai). Players unravel the intimate stories of a room in an apartment starting under British Raj in the 1920s all the way to the new years of independence in the '60s. This was my thesis project at NYU Game Center and I was the Lead Designer, Writer, and Developer on this project.

### Ganesh's Terms

SEPTEMBER 2020 TO DECEMBER 2020- NYC MEDIA LAB, BROOKLYN, NY

A symbolic allegory about data, privacy, and consent; presented through an interactive card reading. It was created as a part of NYC Media Lab's and Consumer Reports' Open University Prototype Challenge in Fall 2020. I was a Narrative Designer and Developer on this project.

## Education

### New York University- Tisch School of the Arts

M.F.A in Game Design

AUGUST 2019 - MAY 2021

### Tata Institute of Social Science- Whistling Woods International

B.Sc. in Animation

JULY 2016 - JUNE 2019