Varun Saxena

Game Designer
Writer
Educator

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Skills

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

Experience

Game Writer and Interaction Designer (Full Time) - Killer Snails, LLC
FEB 2022 TO FEB 2024 - KILLER SNAILS, BROOKLYN, NY

Recently shipped project: **WaterWays**. I recently worked 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 included, but were 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.

Sensitivity Consultant (Contract) - Red Thread Games
NOV 2023 TO DEC 2023 - RED THREAD GAMES, OSLO, NORWAY

I worked as a narrative sensitivity consultant for Red Thread Games, on their upcoming narrative heavy, action-adventure game: **Dustborn**, which is being published by Quantic Dream. I worked with their narrative designers to provide detailed feedback and inputs on representations of POC characters, representations of LGBTQ+ characters, plot structure, character arcs, and how the gameplay supports the branching narrative.

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.

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.

Ganesha'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