

Varun Saxena

Game Designer
Writer
Educator

Skills

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Languages- English , Hindi

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

Experience

Visiting Arts Professor - University of North Carolina

AUG 2024 TO PRESENT- UNCG, GREENSBORO, NC

I am actively working with the Animation department at the School of Arts at UNC Greensboro to develop a game design program, which enables students majoring in arts to learn game design, interactive design, 3D media development, and game programming. I am also teaching other courses like "Intro to 3D Modeling" and "Analysis of Global Animation"

Game Designer - UNCG/Greenhouse Studios (*Beyond Nuremberg*)

MAY 2025 TO AUG 2025 - UNCG, GREENSBORO, NC

I worked as a game designer on "Beyond Nuremberg", a virtual reality game in which adult players investigate Holocaust history by collecting and analyzing original documents, photographs, and artifacts. I followed industry-standard pipeline to design and create 3D, VR-based game levels within Unity 3D engine and also directly managed a game programming intern to develop gameplay mechanics and other in-game interactions.

Game Writer and Interaction Designer - 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 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.

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