

# Vamsi Varra

## EDUCATOR & GAME DESIGNER

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### Objective

Game Design Educator with hands-on experience in teaching Fundamentals of Game Design and Development, 3D Modelling Digital Design and various Interactive Media technologies at the college level. Committed to inclusive, neurodiversity-aware teaching, and project-based learning that supports diverse learning styles and student goals. Brings industry-informed practices into the classroom while emphasizing critical thinking, collaboration, and creative problem-solving.

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### Teaching Experience

Sep 2025 – Present

#### Adjunct Faculty (IMGD, IMDD) - Quinsigamond Community College, Worcester MA

- Teaching Fundamentals of Game Design and Development (IMG101)
- Taught 3D Modelling for games (IMG272-01) - Autodesk Maya
- Taught Publication Design (IMD 222 -01)- Adobe InDesign
- Taught Motion Graphics (IMD 275-03) - Adobe After Effects
- Developed quizzes, exams, and homework
- Revised the syllabus to meet accreditation standards

Jul 2025 – Aug 2025

#### Teaching Assistant – Clark University, Worcester MA

- Taught core concepts in Game Design & Production, including level design, player feedback loops, prototyping, and iteration.
- Delivered beginner-friendly Unreal Engine 5 workshops, introducing students to Blueprints and core game development principles.
- Assisted with daily classroom operations in a 4-week intensive summer program focused on game design and production for high school students.
- Collaborated with faculty to co-create engaging lesson plans and hands-on activities aligned with learning objectives.

## Education

2023-2025

**Clark University**  
**MFA in Interactive Media**

Thesis: Local Multiplayer is declining, but its social impact can endure through hybrid local and online design

2018-2022

**IACG Hyderabad**  
**BA in Multimedia**

Specialization: Game Design and Development

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## Research and Projects

"KamikaZe"

**Project Lead, Creative Director, Producer**

- Team Leading, Cross team Communication
- Used as teaching case studies in game design and interactive media courses.
- Served as a case study for hybrid local and online multiplayer design.
- [KamiKaZe Steam Page](#)

"Co-creating with pilot communities"

**Design & Development (INSF FUNDED)**

- Team Building across multiple departments
- Working with AR and VR Technology
- Evidence Based Research
- Working with geographical software's like ArcGIS

[Virtual reality. Real-life consequences.](#)

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## Industry Experience

Aug 2024 – Jul 2025

**Slime Ware Games, Worcester MA**  
**Quality Assurance Tester**

Jul 2025 - Aug 2025

**Clark University, Worcester MA**  
**Innovation Lab Tech**

Jan 2024 – Dec 2024

**Clark University**  
**Research Assistant**

Aug 2023 – Dec 2023

**Mass Digi**  
**Game Design Intern**

Aug 2022 – Dec 2022

**Vazrh Studios, India**  
**Game/Level Designer**

## Languages

English	Professional working proficiency
Telugu	Native Language
Hindi	Intermediate Listener, Novice Speaker, Advanced Reading, and Writing

## Skills

Education	Curriculum Design & Planning, Course Creation and Syllabus Development, Student Mentorship and Academic Advising, Cross Disciplinary Communication, Inclusive and Neurodiversity-Aware Teaching Practices
Applications	Autodesk Maya, Zbrush, Adobe CC, Microsoft Office
Platforms	Unreal Engine, Unity, Godot

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## References

Amanda L. Theinert, MFA	Director of the MFA Program, Associate Professor of the Practice, Clark University BSDT, Worcester MA <a href="mailto:atheinert@clarku.edu">atheinert@clarku.edu</a>
Ulm Ulm, MFA	Director of the Undergrad Program, Professor of Practice Clark University BSDT, Worcester MA <a href="mailto:tulm@clarku.edu">tulm@clarku.edu</a>
Mark Jacobs MFA, MAT	CEO Avilaar, Inc., Co-Founder Longview School <a href="mailto:mark@longviewschool.org">mark@longviewschool.org</a>
Brien Rondeau MFA	Co-Founder Silme Ware Games <a href="mailto:bgrondeau@gmail.com">bgrondeau@gmail.com</a>

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## Proposed Courses

Environment Art	<a href="#">Environment Art Course Proposal</a>
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