

# Vamsi Varra

GameDesigner & Educator

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## 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 Experience

**Adjunct Faculty** IMD & IMG- Quinsigamond Community College (Present)

## Education

MFA in Interactive Media - Clark University, Worcester, MA

**Teaching Assistant** (SGS) - Clark University

Bachelor of Multimedia (Gaming) - IACG, Hyderabad

**Interactive Media Lab Assistant** - Clark University  
(Jan - May 2025)

## Skills

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

**Quality Assurance Tester** - Slime Ware, Worcester, MA (Aug 2024 - July 2025)

## Softwares

**Research Assistant** - Clark University, Worcester, MA  
(Jan - Dec 24)

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

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

**Trainee Test Engineer** - PTW, Hyderabad (Feb - May '23)

**Game & Level Designer** - Vazrh Studios, Hyderabad (Aug - Dec '22)