

# Varsha Prem

varshapremgames.com

300 W 49th St, New York, NY | (609) 937-1686 | [vp938@nyu.edu](mailto:vp938@nyu.edu)

Game designer and soon to be NYU grad with a concentration in Video Game Development. Eager to learn and take on more design challenges. Particular interest in mechanical storytelling and mobile games.

## Education: New York University

Gallatin School | Graduating summer 2020

Concentration in Game Design and Development, Coursework in Game Design, Digital Game Development, Tabletop Game Development, Narrative Studies, Digital Art, Shaders, Audio for games, Computer science.

Gallatin Scholarship recipient.

## Work Experience:

Game Design Intern | RoundEd Learning | San Ramon, CA | 2014

- Level and puzzle design: Integrated common core curriculum and proficiencies into engaging levels and puzzles.
- Design of Combat mechanics: Designed a turn-based combat system that utilizes algebra skills
- Narrative design and dialogue writing: Streamlined existing game storyline and dialogue.
- Developed early prototype of website: Designed and created an informational website for the company.

## Selected Projects:

Capstone | Game designer, Programmer, Writer, Collage artist | Tools: Android studio, Java | Fall 2018 - present

- Capstone project at NYU. A mobile political intrigue game built natively for Android.
- A collaboration between myself and a screenwriter. Our aim is to create a better interface for narrative games in mobile.

Spuzzle Trouble | Artist, Game Designer | Tools: Unity 2D, Photoshop, Traditional Painting | Spring 2018

- A mobile puzzle-platformer exploring alternate utilizations of the gyroscope.
- Selected for the NYU end of the year show.

Nine Lives | Writer, Choice Designer | Tools: Inklewriter | Fall 2016

- As part of NYU curriculum, co-wrote an interactive choose-your-own-adventure game given a narrative prompt: "body swap talking animals"
- Check it out here! <https://ksai.itch.io/nine-lives>

See my full portfolio at [varshapremgames.com](http://varshapremgames.com)

## Skills:

- Level design
- Puzzle design
- Writing and Narrative Design
- Storyboarding and wireframing
- Clear, cohesive design documentation and presentation
- Graphic and print design
- Fast Prototyping
- Sound Design

## Tools:

- Unity 3D and 2D, C# for Unity
- Amplify Shader editor
- Expert in Adobe Photoshop
- Adobe Illustrator
- Adobe Maya, Sketchup, and Blender
- Experience in Java and Android Studio
- Reaper, Unity Sound, FMOD studio
- HTML and CSS, skilled in Web design
- Advanced skills in Excel and PowerPoint