

James Varma

E-mail; james@jvarma.co.uk
Portfolio Website: <http://www.jvarma.co.uk>

Personal Statement

Having worked within the Games industry for various companies since September 2009 I have an appreciation of the quality of people, the high standards of work and the passion that goes into creating games, big and small. I chose to work within the games industry as, like the many people I have met in my time, I am passionate about games.

I have worked on a variety of different types of projects and with all of the major gaming platforms both as a Leader and a subordinate. I'm Logical and creative with a keen eye for detail, able to express any and all information concisely and correctly.

GAMES INDUSTRY EXPERIENCE

Roll7

Lead Game Designer

September 2021-Present

- Lead a team of 4 designers while coordinating with other leads, producers, marketing, the creative director and other CEOs of Roll7
- Designed the two DLC expansions of critically acclaimed Ollioli World

Future Games of London (A Ubisoft Studio)

Senior Game Designer

October 2019-September 2021

Game Designer

August 2016-September 2019

Junior Designer

April 2015-July 2016

- Worked as the sole designer on hit game Hungry Shark evolution with little to no oversight, maintaining and improving on the high standards of quality that the players expected.
- Worked as the sole designer on FGOL's prototyping team to develop new games and new IPs.
- Worked with the design team to deliver a reimagining of the Hungry Shark World Mobile game on Consoles.
- Worked as Acting Lead while training a junior designer on an unreleased title.
- Working as Gameplay lead on an as yet unreleased title.
- For more information see www.jvarma.co.uk

Quality Assurance Lead

June 2013-March 2015

Quality Assurance Tester

March 2013-June 2013

- Through the Agile work methodology I led the team that tested Hungry Shark Korea and Hungry Shark Evolution, the Ubisoft game with more active daily users than all of it's other games combined.
- I tested and assigned work out to my team on a daily basis to maintain a high quality game.
- Created and maintained all test plans to be used by myself and others for both games.

Ideaworks 3D

Development Quality Assurance Tester

January/2012 – February/2012 and July/2012 to August/2012

- I was required to thoroughly test the Call of Duty Black Ops Zombies iPhone DLC map 'Ascension' and the iPhone game 'Wipeout'.

Frontier Developments

Senior Quality Assurance Tester

July/2011 to September/2011

- Worked on Disney Kinect Adventure for the last half of its product life cycle.

Traveller's Tales Games

Development Quality Assurance Tester

January/2011 to April/2011

- Lego Star Wars: Clone Wars, Lego Pirates of the Caribbean and the Japanese release of Lego Harry Potter Year 1-4.

Realtime Worlds

Publishing Quality Assurance Tester

September/2009 – September/2010

- APB: All Points Bullitein

EDUCATION

Leeds Metropolitan University – BSc Games Design (Grade: Upper Second Class Honours)

September/2006 – May/2009

- A three year course that had the students learn about the different areas of game development, including Design, programming, 3D and 2D art, Animation, Motion capture culminating in a final year project that, in a simulated industry environment, combined all of the skills to create an interactive 3D environment with documentation, which my university project group was invited to display at the Screen Yorkshire game republic showcase in 2009.

Training

- Agile Scrum Master training course (Certified Scrum Master until 2021)
- Tableau Desktop Training foundation course
- 'How to deconstruct a game' course

SKILLS

Microsoft Office (20+ years' experience), Google Docs (7+ years experience), Unity (6+ years experience), Jira (10+ years' experience), Perforce (5+ years' experience), Xbox SDK (6 months experience), Hansoft (2 months experience), TFS (2 months experience), Agile Methodology (6+ years experience), Tableau (6 months experience).

INTERESTS

While I have a broad range of interests ranging from reading and novel writing to hiking and archery, I have always found myself most at home with a controller in my hands or a keyboard and mouse at my fingertips.

Having owned every major console since the Super Nintendo while maintaining a high end gaming PC, my love and passion for computer games has never wavered.

REFERENCES

Can be supplied upon request.