James Varma

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 for the quality of people, the high standards of work and the passion that goes into creating games, big and small.
I have worked on a variety of different types of projects and with all 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 all information concisely and correctly.
I chose to work within the games industry as, like the many people I have met in my time, I am passionate about games, but I am also passionate about Leadership, management and the mentoring of my team.
While my CV explicitly states that I was a Lead Designer only at Roll7, I also spent much of my time at FGOL either as the only designer on a project with no oversight or as the acting lead and product owner.
In my ten years in design I have trained several junior designers and developed talented mid level and senior level designers to the place that they could secure the jump to the next level.
I am a great Manager and Designer and I'm ready for my next adventure.

GAMES INDUSTRY EXPERIENCE

Game Design

Other Pixel Games (Premium)
Director/Founder
July 2024-Present

- Founding and Developing a micro studio
- Working on Design, art and Code, as well as production and business elements
- Worked through a prototype process and settled on two games that are in active development.
- Taking a small idle clicker with a twist through all stages of development and preparation for Next Fest 2026
- Youtube Content Creation discussing game design and development.

Roll7*(Premium)*
Lead Game Designer
September 2021-June 2024

- Lead a team of 2-7 designers while coordinating with other leads, producers, marketing, the creative director and the other CEOs
- Designed the two critically acclaimed DLC expansions of BAFTA nominee Olliolli World
- Lead teams to create various prototypes
    - Third person movement based shooter
    - Third person snowboarding game
    - First person survival rogue like (paper stages)
    - Apple arcade unannounced title
- Lead a cross discipline team to develop an unreleased game where I introduced meta and economy concepts to a studio with very little experience in that area.

Future Games of London (A Ubisoft Studio) *(Free To Play)*
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 the unreleased Hungry Shark Rocket Ball.
- Worked as Gameplay lead on the unreleased Pinata Bash.
- For more information see www.jvarma.co.uk

Quality Assurance
Future Games of London *(Free to play)*
Ideaworks 3D *(Free to play)*
Frontier Developments *(Premium)*
Traveller's Tales Games *(Premium)*
Realtime Worlds *(Premium)*
QA Tester, Senior and Lead, Publishing and Development
September 2009-March 2015

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

- Talent 4 Performance Academy Management Training
- Agile Scrum Master training course (Certified Scrum Master until 2021)
- Tableau Desktop Training foundation course

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

INTERESTS
I have a broad range of interests ranging from reading and novel writing to hiking.
I have always found myself most at home with a gaming, be it with a Console, PC or mobile phone, or in the modern tabletop scene with board games and TTRPGs like Dungeons and Dragons, which I have spent over a decade DMing.

REFERENCES

Can be supplied on request