BIRAJ KARSAN VARSANI

GAME PRODUCER

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https://www.birajvarsani.com Biraj Varsani

SKILLS

Production

- Agile Methodology
- Project Management
- Roadmap Scheduling
- Sprint Planning
- Scrum Master
- Risk Management

Software

- Jira & Confluence
- Unreal Engine & Unity
- Microsoft 365
- Articy Draft
- MIRO
- Unreal Game Sync
- Git & Perforce

OTHER PROJECTS

Battle Bard

- Producer
- Strategy Rhythm
- Alt-Controller
- Unity

Ponymon

- Producer
- Dress-up/Customization
- Monogame

Karribbean Kong

- Producer
- 2D Side-Scroller
- Phaser 3 (Java)

Just Beat It

- Producer
- CPR Learning game
- Unity 2D

EDUCATION

Masters
Game Production
University of Utah | 2023

Bachelors
Film and Media Arts
University of Utah | 2021

WORK EXPERIENCE

GOMU GOMU STUDIO (Oct 2026 - Present)
Co-Founder

- Establishing the studio's **game development division**, defining production capabilities, workflows, and long-term development goals.
- Leading **game development initiatives** and building production processes for internal projects and external partnerships.
- Expanding the studio's **AAA production support capabilities** through game audio production consulting and development partnerships.

Unannounced AAA Title | Avalanche Software/WB Games
Audio Production Consultant (Oct 2026 - Present)
Production Coordinator (Sept 2024 - August 2026)

- Coordinate daily production for the audio and 2 cinematics teams across 3 projects and multiple studios, ensuring **cross-team communication** and collaboration.
- Oversee music, SFX and audio tech pipelines, **managing backlogs** and aligning team progress with milestone goals using **Jira Plans**, **Excel** and **Confluence**.
- Drive **milestone planning** in collaboration with narrative, design and engineering teams, resolving any dependencies to keep audio deliverables on track.
- Act as the production contact for the audio team, reporting directly to the development director and delivering regular **status updates** and **risk assessments** to leadership.
- Organize in-person and remote meetings, maintaining clear **documentation** through notes, **action items** and schedules to ensure transparency and accountability.
- Assist with Jira **onboarding**, training and **troubleshooting** for team members and new production hires, including setting up dashboards and filters.

GAME PROJECTS

Rudra: A Tale of Time | UE5 | Action RPG | **Steam** (Aug 2022 - May 2023)
Lead Producer - Third Eye Interactive

- Managed a **16-member** cross-functional team in developing a Hindu-inspired action RPG, utilizing **scrum** to synchronize art, design, and engineering efforts to deliver **4 game levels and 5 characters.**
- Maintained **project documentation** in Confluence with transparency and managed tasks in Jira for **bottleneck resolution**, aligning development with project goals.

Super Totally Ultimate Dad Showdown | Unity 3D | Party | **Steam**
Lead Producer & Vision Holder - Sandalled Socks Studio (Aug 2020 - May 2021)

- Directed an **11-person** remote team to **#1 on Steam's New and Trending**, utilizing **agile methodologies** and virtual bi-weekly Scrum meetings to enhance productivity and cohesion; achieved nomination for Utah's Developer Choice Awards 2021.
- Oversaw **live operations** post-launch, collaborating with engineers on content updates and optimizations, while maintaining high team productivity through regular individual **check-ins** and **team-building exercises**.