

Sarina Varela
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EDUCATION

The University of Texas at Austin || May 2025

Bachelor of Science in Arts and Entertainment Technology : Focus in Production for Creative Media(s)

EXPERIENCE

V-Shift, Hybrid [Download on Steam](#) || August 2024 – Current

Artist : High-intensity multiplayer battle platformer where speed is key

- Compose an official funding proposal, event budget, and travel schedule for GDC 2025, managing communications and legal contracts with university departments, industry professionals, and GDC event organizers
- Receive 5K+ in funding and an additional 500 dollars in marketing materials for a team of 7 to expo GDC Play 2025 within a 3-month turnaround
- Direct daily stand-ups, update Trello task boards, and document semi-monthly playtesting reports through a fully-custom Notion as Scrum Master
- Create & implement 15 + environmental tilesets used across 5 levels, 11 particle effects, and additional UI elements/animations within Unity using the built-in animator, C#, and other engine specific tools
- Enforce internal deadlines within the art pipeline, cutting cross-discipline reliance to introduce a 2-day lead time, improving asset production time by 16%
- Showcase at ATX Gamemakers 2025 Annual Spring Showcase, the official SXSW 2025 GDC^2 event, and GDC Play 2025 Expo Hall in San Francisco, connecting within spaces of over 30,000 guests

MedPets, Hybrid [In-Development : Clinical Testing](#) || June 2024 – Current

Producer : Grant-funded app made to teach diabetes patients about medication and lifestyle

- Schedule bi-weekly meetings, updating documentation, priority tasks, and task delegation, within a Notion sprint backlog
- Collaborate with 2 medical professionals from UT Nursing on a weekly basis, using their feedback to create client-focused design for diverse cultural and socio-economic backgrounds
- Streamline the Spanish localization of MedPets by bridging communication between the localizer and student team, creation of databases through Microsoft Office Suite, and implementation of translations through Unity
- Perform bug and QA maintenance, both within documentation and the Unity Project, working with the lead developer to address 20+ fixes via Git
- Formulate an informational slidedeck and handout materials of *MedPets* to present at the 2024 Quality in Long-Term Care Conference

University of Texas at Austin, Hybrid || Jan 2025 – Current

TA for Games for Good (AET 358)

- Coordinate with professors, medical professionals and 30 students in the creation of 5 motion capture games made to assist physical rehabilitation for stroke survivors

Cloudy Crumble, Remote [Download on Google Play Store](#) || Sep 2023 – Dec 2023

Producer: A Casual match-3 mobile game

- Organized 5 discipline teams through Trello task boards, utilizing both Agile and Scrum methodologies
- Integrated Firebase for Google Analytics into Unity, working with lead programmers to receive real-time feedback
- Dissected the FTPE to create a 1-year roadmap, split by month and retention focus, working with designers to scope and create risk-evaluated execution plans for future features
- Lead Google Play Store setup from closed testing, beta, and open release

SKILLS

Programming Languages: Javascript, HTML, CSS, Bootstrap 4 & 5, C#

Tools: Notion, Trello, Photoshop, Github, Unity, and Figma