Amasha Das

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Work permit: American, Indian

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CONTACT

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📷 colourscoded

ABOUT ME

Game designer with a background in systems design, interaction design, and visual storytelling. I hold a Master of Design in Digital Game Design and a Bachelors' Degree in Engineering. I have experience working on both academic and professional game projects, I also have 3 years of Software development under my belt. My interests lie in designing meaningful play experiences, game economies, and player-centered systems through research-driven and interdisciplinary approaches.

WORK EXPERIENCE

Lost Souls Interactive Austin, United States

Digital games designer

10/2025 – Current
- Collaborating on Hotel Espir, an immersive 3D Horror Game.
- Contributing to Level Design and day by day Gameplay.
- Taking lead decisions on to-be-released Demo of the Game.

Zynga inc. Bengaluru, India

Associate Game Designer

07/2024 – 05/2025
- Designed and implemented a streak-based feature for Farmville 2: Country Escape leveraging probability and statistics to drive engagement and reward pacing.
- Led task progression and key-value logic for Farmville 3's EventPass, ensuring balanced pacing and meaningful milestone rewards.
- Designed and balanced 20+ live service content cadence for recurring and seasonal events for Farmville 2.
- Monitored player engagement metrics using Sensor Tower and adapted event pacing to improve retention.
- Authored design documentation and guidelines for Unity integration and version control with GitHub.

DBS Bank Asia Hub Hyderabad, India

Software developer

06/2019 – 10/2022
- Developed visitor management features like bulk upload and QR scanners for visitors using Angular and SpringBoot.
- Lead an IT asset management project using Microsoft SharePoint, JavaScript, HTML5, and Bootstrap.
- Built a dynamic UI dashboard for IPA/ARP using Angular, Bootstrap, and CSS to automate workflow processes

SKILLS

GAME DESIGN

System Design | Visual Design | Level Design | Storytelling | Excel

DEV TOOLS

C# | Unity | Git | Game Development | C++ | HTML | CSS

CREATIVE TOOLS

Figma | Procreate | Blender | Adobe Creative Suite

PROJECTS

Fiore (2D Game Design)

- Designed and Prototyped Fiorè as a single player 2D hex-tile Puzzle, narrative game focused on ecosystem restoration.
- It combines strategic tile mechanics, emotionally resonant storytelling, and a gentle meta progression loop, offering a deeply immersive and mindful experience

Link https://www.behance.net/gallery/238373595/Fiore-2D-Game-Design-Hexagonal-Puzzle

Kid Stacking (2D Game Prototype)

Kid-Stacking – Global Game Jam 2024

- A 2-player co-op puzzle game focusing on system design and players' coordination.
- Built using Unity.

Link https://www.behance.net/gallery/198853527/Kid-Stacking-Game-Prototype

Chesship (Board game Concept)

Chesship made with a 2-Person Team

- Board game prototype blending chess movement with Battleship's hidden mechanics.
- Led visual design and game ruleset.

Link https://www.behance.net/gallery/184758193/Chesship-Board-Game-Concept-Reimagining-Chess

EDUCATION AND TRAINING

07/2022 – 11/2025 Bengaluru, India

Master of Design National Institute of Design, Bengaluru Campus

Website https://www.nid.edu/ | **Field of study** Digital Game Design

08/2014 – 05/2018 Hyderabad, India

Bachelors of Engineering Birla institute of Technology and Science

Website https://www.bits-pilani.ac.in/ | **Field of study** Information and Communication Technologies