

# Amasha Das

Game Designer | Level Designer | System Designer

Creative Game Designer with strong prototyping skills in Unity and a passion for building and testing new gameplay ideas. Experienced in both indie and live-service environments, with hands-on experience in game engines, designing features, levels, and gameplay systems. Contributed to major titles like **Farmville 2: Country Escape** and **Farmville 3 at Zynga**. Passionate about crafting engaging gameplay mechanics and memorable player experiences, and innovative level designs.

## KEY SKILLS

**Game Design:** Level Design, System Design, Economy Design, Game Balancing, Core Gameplay, Live Content, Machinations, Excel

**Game Dev Tools:** Unity (C#), Unreal, Gamemaker2, Visual Studio, Phaser.js

**Web Dev Tools:** Webflow, HTML5, CSS, Bootstrap, Git hub

**Creative tools:** Blender, ZBrush, Adobe Creative Suite, Procreate, Figma

## WORK EXPERIENCE

### Associate Game Designer

Zynga Inc. | Jul 2024 - May 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 Battle Pass**, ensuring balanced pacing and meaningful milestone rewards.
- Designed and balanced 20+ live service content cadence for recurring and seasonal events for **Farmville 2**.
- Prototyped mechanics using logic scripting and data tuning to achieve fun, accessible gameplay loops.
- Authored design documentation and guidelines for **Unity integration** and version control with **GitHub**.

### Applications Developer

DBS Asia Hub | Jun 2019 - Oct 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

### Senior Analyst

Capgemini | May 2018 - Apr 2019

- Collaborated on frontend tools with **Angular and Bootstrap**—skills now used for UI prototyping in games.
- Created an algorithm to detect whether a claim submitted is fraudulent using **Guidewire**.

## EDUCATION

### National Institute of Design

Master's in **Digital Game Design** | August 2022 - April 2026

### BITS-Pilani, Hyderabad

B.E. (Hons) in Electronics and Communication | Aug 2014 - May 2018

## ACHIEVEMENTS

- Launched & ran a creative small business: *The Reminisce Store*
- Featured as a contributor in *Emerging Indian Artist (EIA) 2019*
- Volunteered with Teach for India, painting murals at underprivileged schools

