

# Amasha Das

Game Designer | Level Designer | Visual Designer

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A Digital Game Designer with 3+ years of aggregate work experience and background in Software Development, specialising in Game Design, Level Design, and System Design, aiming to contribute innovative ideas and problem-solving skills in a dynamic game development environment.

## KEY SKILLS

**Game Design:** Level Design, System Design, Visual Design, Narrative Design, Concept Art, Storyboarding

**Game Dev Tools:** Unity, Unreal, Gamemaker, Godot

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

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

## PROJECTS

- Designed and Prototyped **Fiorè** as a 2D hex-tile Puzzle, narrative game focused on ecosystem restoratio.
- Designed and developed an Indian Street-food based *resource management simulation* game called **Chaat Mania**.
- Co-designed **Chesship**, a *strategic board game* blending chess's movement with *Battleship's* hidden mechanics, in a team of 2.
- Designed and modified **Tree Quarters**, a strategic card game using basic math to form 3/4 circles, showcased with a team of five on *Environmental Day* in Ahmedabad.
- Designed a 2D- tile based game strategy game called **Forest Fires**.
- Co-created **Kid-stacking**, a two-player co-op game for the Global Game Jam 2024, working alongside three other members with a focus on system design, level design and fun.
- Designed a hypercasual game for android devices called **Itsy Bitsy Spider** with simple swipe mechanics.
- Created *an E2E interactive website* called **Node Media** using Webflow and Javascript for Node Ventures.

## WORK EXPERIENCE

### Lost Souls Interactive

Freelance Level Designer | *October 2025 - Present*

- Collaborating on **Hotel Espir**, an immersive 3D Horror Game. Contributing to Level Design.

### Zynga Inc.

Associate Game Designer | *Jul 2024 - May 2025*

- Worked on **Farmville 3** and handled the live ops events and fixes.
- Working as a game designer on **Farmville2: Country Escape**.
- Specification generation for **in-Game Events** and **Battlepass**.
- Worked on cadence theming for events during holiday season and game changer.
- Contributed in **optimizing process** flow for Events.
- Working on a **Design Guide Doc** for Unity and Github.

### DBS Bank Asia Hub

Applications Developer | *Jun 2019 - Oct 2022*

- Developed **visitor management** features like bulk upload and QR scanners for visitors entering office premise 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

### Capgemini

Senior Analyst | *May 2018 - Apr 2019*

- 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 2025

### BITS-Pilani, Hyderabad

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

## ACHIEVEMENTS

- Launched a small business 'The Reminisce Store'.
- Emerging Indian Artist (EIA) 2019, contributor.
- Painted schools as a volunteer for Teach for India.



[www.amasha-d.itch.io/](https://www.amasha-d.itch.io/)



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