

Amasha Das

Game Designer | Level Designer | System Designer

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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

PROJECTS

• Chaat Mania - Solo Project

Built a playable prototype simulating resource and time management inspired by Indian street food vendors. Designed core loop, UI flow, and balancing

• Kid-Stacking - Global Game Jam 2024

A 2-player co-op puzzle built in Unity. Designed and implemented core gameplay mechanics, emphasizing communication and coordination.

• Chesship - 2-Person Team

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

• Forest Fires - 2D Tile-Based Game

Designed fire propagation logic and level layouts. Focused on player decision-making and risk-reward mechanics.

• Itsy Bitsy Spider - Hypercasual Mobile Game

Developed simple swipe mechanics for Android. Balanced progression curves and reward systems using Excel and probability models .

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-Pliani, 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



www.amasha-d.itch.io/



www.behance.net/amashadas