# Deepanjali Sarna (She/Her)
## Game Designer

www.deepanjalisarna.com

Gamer-turned-game designer, I wield pixels and magic, crafting worlds inspired by experiences and fueled by cat cuddles. A storytelling bookworm with an art-loving heart, I explore the uncharted realms of food, culture, and adventure. From joystick to designing thrilling quests of creativity.

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Bengaluru, Karnataka, India

## ACADEMIC XP

**CMR University** — 2017-2020
Bachelors of Computer Applications in Game and Mobile Software Development

## SIDE QUESTS

**zPride Studio Lead - India** — Jan 2023 - Present
Zynga's Queer ERG

**Community Manager** — Nov 2022 - Present
Women in Games India (WIGIN)

**Part of the Theme Committee** — Nov 2022 - Jan 2024
Global Game Jam

**Site Organiser** — Jan 2022 - Present
Global Game Jam Bangalore

**Ambassador** — May 2021 - Present
Women in Games (WIGJ)

**Senior Student Ambassador** — Aug 2018 - Aug 2020
Unity Technologies

## MAIN QUESTS

**Game Designer** — Dec 2024 - Present
**Zynga**
Designer on Wonka Slots. Working closely on improving the product's metrics.

**Associate Game Designer** — Mar 2022 - Dec 2024
**Zynga**
Designer on Wonka Slots and Black Diamond Casino. Working closely on improving the product's metrics. Q/Q metrics improvements: ARPDAU +39%, Buyer% +11%, Spinner% +6%, Spins/Spinner +11%, Installs +12%

**Game Designer - Intern** — Sept 2021 - Mar 2022
**Zynga**
System Designer on Wonka Slots. Worked on Slot Machines and its experience.

**Junior Game Designer** — Feb 2021 - July 2021
**WhiteBud Studios**
Worked as a Game and Level Designer for an In-house game from scratch. Coordinated and Managed the Animation and Technical Art team for client work.

**Game Artist and Designer** — Feb 2021 - May 2021
**Goethe-Institut & Shiftung Digitale Spielekultur**
Worked on a Edu-game for Pre-teens and Teens that focused on Digital Literacy teaching players "How to choose the right Password" and "Social Media Privacy".

**Game Artist - Intern** — Feb 2020 - Jan 2021
**GSN Games**
Interned as a Technical Game Artist for Bingo Bash during its transition from Flash to Unity.

## TALKS LOG

- Panelist at India GDC 2022 - Women in Games Panel.
- Panelist at Hyper Game Conference 2022 - Women in Games Panel.
- Speaker at Outscal Design Talk 2021.
- Speaker at Techign Summit 2021.
- Speaker at Girscript India Summit 2020.
- Speaker at Unite India Student Summit 2019 and 2018.
- Speaker and Critique at West Virginia University for the Interactive Media Students.

## SKILL ARSENAL

**Tech-mastery**
- Game Design
- Creative Writing
- Documentation
- Prototyping
- Unity 3D
- MS Suite
- Google Suite
- Miro
- Figma
- Atlassian Jira

**Soci-mastery**
- Communication
- Collaboration
- Storytelling
- Passionate
- Organised
- Creative
- Adaptability
- Critical Thinking
- Problem Solving
- Time Management