

KOBI SAHA

game designer

they/them

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EXPERIENCE

Associate Game Designer, Economy – Marvel Strike Force

BOUNDLESS ENTERTAINMENT | MAY 2022–PRESENT

- Designing and implementing rewards and pricing of resources, pulling player data in Looker and combining with game data CSVs and JSONs parsed in Google Sheets to balance designs against specific goals for player progression
- Championing economy changes that improve player experience, especially for new and non-paying players whose voices are often neglected
- Supporting the Web team by writing one-pagers and design docs for web-based tools that help players understand, analyze, and manage the game's systems
- Working with multiple disciplines across a large team to make timely updates to a 4+ years running live game

Intern – Blaseball

THE GAME BAND | MARCH–AUGUST 2021

- Collaborated with a small indie team to create and maintain content and systems for an absurdist horror baseball simulation
- Contributed to discussions on how to change gameplay to hide secrets and tell interesting stories
- Created tools to improve workflow using Node.js and the official Notion and Twitter APIs
- Crafted event-based stories for Blaseball's Library feature

Systems Design Intern – Marvel Strike Force

BOUNDLESS ENTERTAINMENT | MAY–AUGUST 2020

- Worked remotely on systems design for a live free-to-play mobile combat RPG
- Used spreadsheets to design rewards for multiple game modes, balancing inflows and outflows of items and currencies

PROJECTS

Leechbug – Designer

USC ADVANCED GAME PROJECT | MAY 2020–MAY 2021

- Designed and balanced underwater 3D strategy/action combat as a robot parasite possessing fish to save the ocean
- Created a "swarm-building" system like a deck-builder, allowing players to collect new fish and customize their swarm build
- Used playtest feedback to iterate on systems, controls, visual feedback, and UI

Roomba Rumble – Designer

USC GAME PROTOTYPING | MARCH–MAY 2021

- Designed and programmed a wacky arcade game about vacuuming your room with an input-delayed robot
- Prototyped and iterated with a team that grew from 2 to 4, playtesting and adding new levels and features vertically
- Programmed core gameplay, including movement, "cleaning" visualization, UI, and audio

TOOLS & SKILLS

Design: systems, game feel, UX

Process: documentation, prototyping, playtesting, iteration

Development: Unity/C#, C++, Python

Creative Software: Illustrator, Photoshop, InDesign, Maya

Spreadsheets & data: Google Sheets, Excel, SQL, Looker

Version control: Git, Perforce

Organization: JIRA, Confluence, Notion, MS Office, Google Suite

Collaboration: clear communication, working with multiple disciplines, giving and receiving feedback

EDUCATION

BA in Interactive Entertainment

UNIVERSITY OF SOUTHERN CALIFORNIA | AUGUST 2018–DECEMBER 2021

Minor in Video Game Programming