

Kobi Saha

Technical Game Designer

they/them
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Experience

Associate Game Designer The Game Band / October 2023–January 2024

- Collaborated with a small team in pre-production for an unannounced online multiplayer survival crafting RPG
- Implemented gameplay using Unity and C#, rapidly prototyping gameplay features within an existing codebase
- Crafted user experience for the prototype: analyzed comparable games, wrote specs for UX systems, wireframed UI screens in Figma, created layouts using Unity's UI elements & layout groups, and implemented UI functionality in Unity using C#
- Wrote clear, detailed specs for major gameplay systems, including how the systems would fulfill the game's goals, how they would interact with other systems, and identifying an MVP for prototyping and testing

Associate Designer, Economy — Marvel Strike Force Scopely / May 2022–August 2023

- Designed and implemented rewards & pricing of resources, including an overhaul to midgame progression to reduce excessive grind and help newer players feel excited about their progress towards the endgame
- Created automation tools with usable interfaces in Google Sheets to parse player data from Looker & game config files, perform relevant calculations, and organize results in either a standard format (json, csv) or as a readable table or chart
- Supported the Web team by creating one-pagers, design docs, and UX explorations for web-based tools that help players understand, analyze, and manage the game's systems
- Communicated effectively with members of multiple disciplines across a large team to follow through on economy work and hit project deadlines, making regular updates to a 5-years-running live game

GDC Conference Associate Game Developers Conference / July 2021–Present

- Helping attendees while maintaining a healthy mindset and solving problems in a fast-paced environment
- Participating in an incredible community of game developers from college students to industry veterans

Intern — Blaseball The Game Band / March–August 2021

- Collaborated to create and maintain content & systems for the IGF Award-winning absurdist baseball simulation
- Created tools to improve workflow using Node.js and the official Notion & Twitter APIs
- Participated in design discussions about how to hide secrets and tell interesting stories

Systems Design Intern — Marvel Strike Force Scopely / May–August 2020

- Worked on systems design for Marvel Strike Force, receiving mentorship & feedback to grow as a designer
- Used spreadsheets to design rewards for multiple game modes, balancing inflows & outflows of resources

Tools & Skills

Programming Languages..... C#, C++, Python, Scheme, Java, Javascript

Programming Topics..... Data Structures, Algorithms, Debugging, Prototyping, 3D Math, Time & Space Complexity Analysis, Code Architecture, Optimization, Graphics, Networking

Game Engines..... Unity, Unreal Engine, Phaser

Creative Software..... Adobe Creative Suite, Figma, Autodesk Maya, Blender

Spreadsheets & Data..... Google Sheets, Excel, SQL, Looker

Version Control..... Perforce, Git

Production Software..... JIRA, Confluence, SmartSuite, Notion

Education

BA in Interactive Entertainment University of Southern California / 2018–2021

- Minor in Video Game Programming
- Additional coursework in typography, creative writing, and web development