



# Deepanjali Sarna (She/Her)

## Game Designer

[www.deepanjalisarna.com](http://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  
Zynga's Queer ERG - Present

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

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

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

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

## 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 Girsceipt India Summit 2020.
- Speaker at Unite India Student Summit 2019 and 2018.
- Speaker and Critique at West Virginia University for the Interactive Media Students.
- Design Mentor at Girls Game 2 2023.

## MAIN QUESTS



**Associate Game Designer** Mar 2022 - Present  
**Zynga**

Designer on Wonka Slots and Black Diamond Casino. Working on Competitor Analysis, understanding Player Psyche & Persona, designing Live ops features to improve the KPIs, building Narratives for slots & Content for ASO.

**Game Designer - Intern** Sept 2021 - Mar 2022  
**Zynga**

System Designer on Wonka Slots. Worked on Slot Machines.

**Junior Game Designer** Feb 2021 - July 2021  
**WhiteBud Studios**

Worked as a Game Designer for an Visual Novel Style In-house game from scratch. Coordinated and Managed the Animation and Technical Art team for client work.

**Game Artist and Content Designer** Feb 2021 - May 2021  
**Goethe-Institut & Shiftung Digitale Spielkultur**

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.

## SKILL ARSENAL



I	C	E	U	F	C	M	P	T	D	C	N
O	O	I	G	A	O	S	A	M	O	O	S
N	L	G	O	T	F	S	S	T	C	M	T
G	L	S	O	L	I	U	S	A	U	M	O
T	A	M	G	S	G	I	I	T	M	U	R
T	B	M	L	P	M	T	O	A	E	N	Y
A	O	T	E	I	A	E	N	M	N	I	T
R	R	W	S	D	I	T	A	I	T	C	E
O	A	I	U	I	E	D	T	R	A	A	L
N	T	N	I	J	T	S	E	O	T	T	L
E	I	E	T	P	I	Y	I	T	I	I	I
J	O	N	E	T	I	M	T	G	O	O	N
U	N	I	T	Y	J	I	R	A	N	N	G
R	P	R	O	T	O	T	Y	P	I	N	G