



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)

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

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.

MAIN QUESTS



Associate Game Designer Mar 2022 - Present
Zynga

Designer on Wonka Slots and Black Diamond Casino. Working closely with Product Managers and Analysts for the improving both the product's metrics.

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 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