



SATYA PRATAP DAS

Game Designer

My Contact

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📍 Hyderabad., INDIA

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Skills

- Gameplay Prototyping
- Live Ops
- Combat Design
- Scripting
- System Design
- Level Design
- Puzzle Design

Tools

- MS Office
- Photoshop
- Unreal 4
- Unity 3D
- Blender

Education Background

- Rubika Supinfogame
Masters in Game Design and management
Completed in 2018
- Sai International School
High school, Science
Completed in 2013

About Me

I'm Satya, a game designer based in India specializing on gameplay prototyping and live services. I have been in industry for over 5 years and am currently working as a Game Designer II at Electronic Arts (EA).

I aim to professionally craft the type of experiences that have made such a lasting impression on me, and helped shape me into the person I am today.

Professional Experience

Game Designer II - Electronics Arts (EA)
2023 - Present

Need for Speed: No Limits

- I am leading the design team for the project and responsible for all live operations and feature developments.
- Planning every update with the Producer and Project Manager, guiding and setting goals for designers.
- Building new cars and involved in tuning and balancing.
- Designing new tracks
- Prototype new core gameplay features
- Performing Data deep dives to understand product and its problem statements, aiding in planning the roadmap and feature specifications.

Game Designer I - Electronic Arts (EA)
2021 - 2023

UFC Mobile 2

- Live ops - content design
- Designing Realtime PvP game mode
- Combat design for the prototype. Preparing for LMTs

Associate Game Designer - Electronic Arts (EA)
2018 - 2021

Bejeweled Blitz and Bejeweled Stars

- Designing a new Quest system for the game
- Live ops - Level design and Content design
- Created multiple Live-ops Automation tools for design team to execute content work swiftly.