

Lamha Bijili

Game Designer

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- 👍 Total Work Experience in F2P: 5 years



Education

1. O Level Cambridge University (2010)
2. AS Level Cambridge University (2011)
3. A Level Cambridge University (2012)
4. **Bachelor in Design (B.Des) from National Institute Of Fashion Technology (NIFT), Bangalore (2013-17) GPA 7**
5. **Master of design (M.Des) in Toy and Game Design from National Institute of Design (NID), Gandhinagar (2018-2021) GPA 8**

PTE Score: 88/90 (Score Report Code: laa5e9TK0J)

Recognition

1. Co Author of Published Research Paper in ACM library, UK and SIG CHI 2019 Finalist, held in Glasgow, Scotland: **Co Ed, A learning application to tackle digital illiteracy in India**
2. Co Author of Published Research paper in ACM Library for HCI and finalist at India Student Consortium: **IkigaiLand: Gamifies Urban Planning Experiences for Improved Participatory Planning**
3. Best Student Answer at HCI India 2021
4. Employee of the year at Zynga 2022
5. Employee of the month twice at Zynga in 2021

Skills

Software: Figma, Adobe Photoshop, Adobe Illustrator, Fusion 360, Adobe Indesign, Microsoft Suit, G suit, Adobe Premier Pro, Unity, Cocos, Github

Language Skills: Native or proficient Level English, Native level Malayalam, Hindi, Spanish, Tamil and Arabic

Other Skills: Leadership qualities, Communication, Presentation, Research planning and tool usage, Data Collection, Graphic Illustration, Human Psychology, Player Psychology and Play Behaviour

Work Experience

1. Murka

Game Designer | 2023- Ongoing

- Designed and launched features for Scatter Poker Hold'em, driving ARPAU and DAU growth.
- Planned LiveOps events, balanced game economy, and analyzed player data for optimization.
- Managed a cross-functional team of 20, ensuring timely delivery of updates and features.

2. Bombay Play

Game Designer | 2022-2023

- Ideated and prototyped unique game concepts, including a number match game, treasure hunt, and color puzzle game.
- Developed GDDs, system design, economy design, and gameplay mechanics, collaborating across departments from concept to release.
- Delivered Spot Match, a math-puzzle game now live on the Play Store, and contributed to the success of multiple projects.

3. ZYNGA

Associate Game Designer | 2021-2022

- Worked on Game of Thrones Slots, Willy Wonka Slots, and Black Diamond Slots.
- Led design as the sole designer in the GOT Slots pod (India) within a team of 12, delivering over 20 slot machines, including innovative mechanics.
- Designed 3 new features, 10 feature re-skins, and contributed to 3 of the highest-grossing slots in GOT Slots.

4. ZYNGA

Game Design Intern | 2020-2021, 6 months

- Designed slot games and conducted a 6-month research project on player behavior in gambling, with findings published in the National Institute of Design Library.

5. Game Design Internship at Chalk and Chuckles Pvt.