

# Kobi Saha

## Gameplay Programming Intern

they/them  
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<https://kobisaha.com>

### Education

MS in Computer Science — in progress New Mexico Tech / 2024–present

- Relevant courses include Software Engineering and Design & Analysis of Algorithms
- 4.0 GPA

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

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

### Experience

Teaching Assistant — Computer Science New Mexico Tech / January 2025–present

Reference — Dr. Ramyaa: ramyaa@nmt.edu

- Assisting with teaching Object-Oriented Programming and Discrete Math to undergraduate students
- Helping run activities and answer student questions in class
- Grading and giving feedback on logic and coding assignments

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

Reference — Joel Clark: jaclark.games@gmail.com

- Collaborated with a small team in pre-production on an unannounced online survival crafting RPG
- Implemented functionality using Unity and C#, rapidly prototyping gameplay features within an existing codebase and using Git to safely combine work with other programmers
- Crafted user experience for the demo: analyzed comparable games, wrote specs for UX patterns, wireframed UI screens in Figma, created layouts using Unity's UI elements & layout groups, and implemented UI functionality in Unity using C#
- Wrote 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

Reference — Alec Austin: aleca@netflix.com

- Designed and implemented rewards & pricing of resources, including an overhaul to midgame progression to reduce grind and help newer players feel excited about moving towards the endgame
- Created automation tools using Google Sheets formulas to parse data from Looker & config files, perform calculations, and organize results in standard formats (json, csv) or as readable charts
- 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 deadlines, making regular updates to a 5-years-running live game

Student Assistant — Game Prototyping USC Games / August–December 2021

Reference — Dr. Andy Nealen: nealen@usc.edu

- Assisted with teaching Game Prototyping: managed class materials online, held office hours, and gave game design feedback on student work
- Helped students with gameplay programming in Unity/C#, including software architecture, useful code practices, knowledge of common Unity components and packages, using C# and .NET effectively with Unity, and debugging in Visual Studio.