

As a Combat Designer, you will help design a variety of combat setups and gameplay experiences based around combat for our projects. It is a full-time position that will allow you to work closely with our Design Director and create excellent gameplay experiences. The ideal candidate has previous experience and has shipped projects as a Combat Designer, has experience designing memorable combat encounters using a variety of enemy types, and situational setups.

KEY RESPONSIBILITIES

- Work with the level designers to identify, setup and polish combat encounters that respect combat metrics and quality standards.
- Experience designing enemy behaviors, combat abilities and underlying mechanics to support combat feel.
- Orchestrate development needs for assets supporting combat including animations, sounds, visual effects, UI, etc.
- Iterate and improve your combat encounters based on creative feedback.
- Collaborate with other designers & offer feedback and or support to improve combat.

QUALIFICATIONS

Required

- 1+ Shipped AAA titles in a Combat Designer role or higher
- Minimum 3 years of experience in a design development role.
- A deep understanding of modern gameplay and combat trends in the market.
- Excels in visual, written and verbal communication.
- Proactive approach to identifying issues and developing solutions.
- Passion for both gaming and game development.