

As a Game Designer, you will design, tweak, and optimize the player experience. Your analytical skills, player insight, and creativity aid in crafting in- and out-of-game experiences that engage and surprise players. You will collaborate with interdisciplinary teams and work with every tool at hand to innovate and iterate player-focused designs that'll delight millions around the world.

KEY RESPONSIBILITIES

- Create design documents and use scripting and our level editor to bring them to life in the game
- Participate in regular playtests and give feedback based on your own experiences
- Take feedback and then adjust designs while staying aligned with principal game goals
- Learn and grow by collaborating with industry veterans across a wide spectrum of professions.
- Contribute to the success of the company by sharing your knowledge with others, improving our processes and practices, and being good to others. Change can come from anyone

QUALIFICATIONS

Required

- Prior professional experience in a Game Design role
- Familiarity with one or more scripting or programming languages. Must understand basic programming concepts such as functions, parameters, loops and variables
- Ability to clearly articulate and communicate design ideas using any text and visuals
- Ability to weigh pluses and minuses to design choices to find the one that best fits the situation