Work with multi-discipline teams on the system design, adaptation and production.Take full ownership of specific game systems, from concept to paper design and tuning, ensuring the system objectives are met. Finally, you will work together with the QA team to ensure the usability and stability of the game systems.Very good knowledge of various trendy game systems, such as character ability systems, weapon systems, metagame systems, UI/HUDs and control systems. Ability to work in an international environment, and to integrate quickly to the team. Extremely curious about various trendy game engines and design tools, tries to prototype game system demos to verify the paper design. Passion for games on various platforms. Very familiar with game system deconstruction methodology. Broad knowledge of different entertainment media (books, movies…), and capacity to recreate similar experiences in game.

KEY RESPONSIBILITIES

- Design and implement game systems and content ranging from player weapons, abilities, creatures, and rewards
- Collaborate as part of multi-disciplinary teams on designs and creative problem solving
- Participate in regular playtesting and provide constructive feedback
- Support the live game by maintaining legacy content with regular updates and bug fixes

QUALIFICATIONS
Required

- More than 1 years' experience in System Design; – Released at least 1 title in System design position (PC, console or mobile);
- Capable of presenting system design with visualized documents and demos, including but not limit to system mockups, flowcharts, and video clips;
- Used to collaborating closely with programmers and artists;
- Have experience or a strong interest in working overseas is preferred;
- Workable English in written and oral;