

The Tools Designer collaborates with the Game Design and Tools Engineering teams, performing thorough analysis of existing design workflows and authoring proposals for improvements to those workflows. As part of these efforts, the Tools Designer also performs hands-on, productive design implementation tasks while embedded on interdisciplinary product and feature teams.

### **KEY RESPONSIBILITIES**

- Learn and develop proficiency with proprietary game and data authoring tools used by Game Designers
- Develop and execute processes, in collaboration with Game Design teams, to identify potential improvements with impact projections for existing tools and workflows
- Assist in collation, prioritization, and evangelization of tool requests coming out of Game Design teams for integration into the broader tools development backlog
- Author and pitch designs and mockups to relevant teams and Stakeholders for tool and workflow improvements
- Collaborate with the Tools Engineering team in development, iteration, and testing of tool and workflow improvements
- Contribute to gameplay design and implementation efforts for player-facing deliverables while embedded on various interdisciplinary product teams

### **QUALIFICATIONS**

#### **Required**

- Portfolio with examples of your design process, from early conceptual steps to final delivery
- 3+ years of UI/UX experience relevant to productivity applications
- A strong understanding of usability and user-centered design processes
- Proficiency with Photoshop or other tools used in the creation of visual mockups for effectively communicating designs
- Experience working directly with engineers to achieve desired design goals within technical constraints