

As a Designer, you will apply your critical thinking and imagination to help make the game as fun and rewarding as possible. Communication and collaboration will be the keys to success in this role, as well as a passion for making high quality and truly memorable games, and most importantly, have fun doing it!

KEY RESPONSIBILITIES

- Design, iterate, and tune weapons and other gameplay mechanics
- Implement assets in-engine and manage files through source control
- Write & maintain design documentation for owned features
- Collaborate with cross-disciplinary teams to champion design goals and drive owned features to completion
- Work with the Lead Designer to understand project goals, priorities, and vision gameplay
- Execute across all stages of development: from verbal ideas to paper sketches to feature documentation and in-game implementation
- Participate in daily playtests to provide and receive feedback and create action items
- Identify and fix Design bugs

QUALIFICATIONS

Required

- 3+ years industry experience working in a AAA environment
- At least one shipped title as a gameplay designer
- Knowledge of core weapons systems, such as recoil, ADS, aim assist, projectiles, weapon modification, etc.
- Unreal Engine professional development experience
- Experience creating weapons or other core mechanics
- Ability to create high quality AAA content and ensure the very best game is built
- Strong knowledge of multiplayer gameplay and ability to research the industry trends
- The ability to sell, present, and talk through your design thinking, game mechanics and overall design goals to all levels of management
- Strong ability to quickly analyze and adapt designs to continuously improve them
- Collaborative, self-motivated, and effective time-management skills
- Ability to quickly adapt to new tools, technologies, and development methodologies
- Passion for playing and making console and PC games