Our innovative and growing company is looking to fill the role of game designer. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

Responsibilities for game designer

- Design major player-facing features that will touch the content pipeline, including the system, tuning, UI and other major components
- Own, analyze and modify the long term release roadmap for all initial and expansion content
- Execute on content designs via scripting
- Partner with the Art Director to make everything visual in the game as cool as it can be
- Recommend rewards and monetization game features to create an economic system to fulfill player needs
- Contribute to game features/systems design that compel and re-engage players
- Manage the economy and pricing of virtual goods
- Use internal development tools to tune and balance the game, progression & economy
- Assist in creation of development documentation such game manuals, guides and focus test feedback
- Evolve tuning based on regular play testing and audience feedback

Qualifications for game designer

- Proactively find problems with the gameplay and come up with solutions
- Knowledge of image editing (mocking up) tools is a plus
- Excellent knowledge of game edition's tools is a plus

instincts
- A minimum of 5 years' game design experience including experience on a shipped product
- A minimum of 3 years' game design experience