Our innovative and growing company is searching for experienced candidates for the position of game designer. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for game designer

- Create content for both existing and new games, including writing (narrative/dialogue design) and basic scripting (level/quest/reward design)
- Use internal development tools to prototype, build, and polish scripted missions and gameplay elements
- Balance and tune gameplay based on focus testing, metrics, and any other feedback
- Work in partnership with other designers to build out the core game mode
- Assist in creation and maintenance of design documentation
- Be a point of knowledge for the rest of the team, and where applicable, work with them to drive features to completion
- Participate actively to the production of prototypes in order to adjust and validate systems prior to starting production
- Define the skills of the player used with the game systems any related obstacles
- Describe typical game situations (skills vs
- Define the information needed by the player to make interesting choices and adapted to his/her situation in the game, interface or menus

Qualifications for game designer

- Strong creative skills with the enthusiasm to craft fun and engaging game experiences

- Creative thinker who enjoys finding fun solutions to design challenges
- Expert understanding of gameplay mechanics and systems, in particular crafting
- Game design credits on at least 4 published brands or titles
- Knowledge of and enthusiasm for mobile gaming