



Example of Game Designer Job Description

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Our growing company is searching for experienced candidates for the position of game designer. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

Responsibilities for game designer

- Develop new game IP with the potential of creating the newest EA franchise
- Design the meta-game & associated game economy systems with a focus on fun, addictiveness, depth & clarity
- Design, test & tweak player progression & rewards systems with a major focus on character customization
- Participate in data analysis and number crunching to develop balanced features
- Coordinate and analyze the efficiency of game events and game features
- Regularly check and tweak economy features to realize profitability goals
- Elaborate theories to increase ROI and use A/B testing to confirm them
- Produce Game Economy & Gameplay reports on a weekly / monthly basis
- Create specific reports about new game content profitability
- Develop a strong understanding of our target audience

Qualifications for game designer

- Interest in new monetization and business models as they relate to game design
- Excellent creative, analytical and organizational skills with proven ability to write, communicate and maintain detailed design documentation throughout project life cycle
- Familiarity with Flash, Perforce, Unity, Photoshop and other tools a plus
- Comfortable public speaker

- Must have done Creative writing for a shipped title