



Example of Game Designer Job Description

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Our innovative and growing company is looking for a 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

- Standardize, document and communicate the game systems to the team
- Provide creative input and feedback for design features
- Helps identify and find creative solutions within the design team in the areas of game play mechanics, game content, supporting systems, processes, and workflow
- Participate in the review of work products for correctness, adherence to the design concept and to user standards, and progress in accordance with schedules
- Plan, document, fully design, and implement a F2P game economy
- Analyze data from a Live product, and tune/adjust game economy parameters in order to affect Live metrics
- Work closely with the PM team to review and design monetization-based analytics
- Provide new feature recommendations that improve monetization and retention
- Monitor and assist PM team with post-launch tournaments and events
- Understand the intentions of the creative director for the player so as to design systems that are in keeping with the vision

Qualifications for game designer

- Scripting and technical knowledge a must

- Having worked on the live team of another game in a similar capacity a plus
- Bachelor's degree in Economics, Business Management, Statistics or related field
- 2+ years' experience on social/MMO/F2P games
- Skillful at complex Excel spreadsheets