

Stellenangebot vom 27.11.2018

## SENIOR GAME DESIGNER (F/M)

Fachrichtung:	Game Designer / Level Designer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	80335 München
Land:	Deutschland

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### Firmendaten

Firma:	<b>Aesir Interactive GmbH</b>
Straße & Hausnummer:	Ganghoferstr. 68
PLZ / Ort:	80339 München



### Ansprechpartner

Name:	Wolfgang Emmer
Position:	CEO
Straße & Hausnummer:	Ganghoferstr. 68
PLZ / Ort:	80339 München
E-Mail:	aesir-jobs@m.personio.de



### Job-Beschreibung

#### ABOUT THE COMPANY:

Located in Munich, Germany, Aesir Interactive offers a fun, focused and casual atmosphere while developing several games for PC, PlayStation, Xbox, Switch and VR as well as non-game/ software and VR/ MR applications for PC and Linux. At Aesir, we believe in people and our team and want to advance your skills and knowledge together with us.

As a Senior Game Designer, you will be responsible for developing game systems, controls and interfaces, as well as forming and driving the creative vision of upcoming game projects together with the Creative Director.

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### **THE KIND OF STUFF YOU'LL BE DOING:**

- Take ownership of major game system from concept over implementation and iteration to final polish
- Create and document feature designs (incl. UI mock ups)
- Communicate and champion your designs within the development team
- Supporting the feature implementation as responsible designer
- Balance economy and progression features
- Evaluate, iterate and tweak game features to highest quality standards
- Form new game concepts together with the Creative Director
- Mentor fellow designers and review their designs

### **WHO ARE WE LOOKING FOR:**

- Shipped at least 1 game from start to finish
- A minimum of 4 years working within the game industry
- Worked on a wide variety of genres and platforms
- Highly proficient in designing game systems
- Experience in game balancing in Excel
- Capable of working with little to no direct supervision
- Passion for creating fun and compelling user experiences within set constraints
- Good time management skills and problem-solving attitude
- Excellent leadership, communication and organizational skills
- Good understanding of the games market and current trends

### **THE IDEAL CANDIDATE ALSO HAS:**

- Design experience on Open World and/or VR games
- Scripting or programming experience
- Worked with Unreal Engine or Unity Engine before
- Experience in leading and mentoring design teams
- Experience in utilizing JIRA task management

### **WHAT WE OFFER:**

- A great motivated, passionate and ambitious team (40 people in Munich)
- The chance to truly drive and impact the design of a game
- Competitive salary and benefit package
- Library with books, movies, series and of course games
- A weekly fresh organic fruit basket, free drinks, coffee, milk and tea
- A modern and unique office located 5 minutes to the central station
- Company-based events for knowledge transfer, fun and recreation
- Relocation support, package service, train ticket and food subsidy

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