

Joboffer dated from 04/27/2018

Game Designer (m/f)

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|---------------------|--------------------------------|
| Field: | Game Designer / Level Designer |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Zip Code / Place: | Berlin |
| Country: | Germany |

Company data

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|-------------------|-------------------------------|
| Company: | Wargaming Germany GmbH |
| Street adress: | Mollstraße 30-32 |
| Zip Code / Place: | 10249 Berlin |



Contact Person

| | |
|-------------------|--------------------|
| Name: | Leonor Vera Garcés |
| Position: | |
| Street adress: | Mollstraße 30-32 |
| Zip Code / Place: | 10249 Berlin |

Job description

Wargaming Mobile is an exciting division within Wargaming that acts as a proving ground for innovative and outstanding mobile projects. We drive results through teamwork, passion and smart data-driven decisions. We deliver legendary game experiences such as World of Tanks Blitz that are enjoyed by millions of people worldwide. But our games are only as good as the people behind them! If you know that you can thrive in a team of highly creative, passionate and driven people who are committed to delivering legendary game experiences then we'd love to hear from you.



Responsibilities:

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Quinke Networks GmbH
Bei den Mühlen 70
20457 Hamburg / Germany

Design, implement, and balance new gameplay and features for World of Warships Blitz

- Partner with internal and external teams to execute development goals
- Work with the analytics team to optimize and improve day to day user behaviour
- Routinely collect feedback from user-testing, the development team and design management
- Create and support game design documentation

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Your profile:

- Broad knowledge of the mobile F2P market and current consumer expectations
- Capable of balancing complex game-systems and economies
- Excellent understanding of game mechanics
- Proficient at designing user interfaces and user flows
- Ability to understand and analyze game metrics and process data
- Ability to articulate your ideas and suggestions and to illustrate them with references
- Team player, able to learn on the fly

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What we offer:□

- Joining an international team of people passionate about gaming
- Working in one of the main European hubs for mobile game development
- Startup within a company with 20 years of experience in game development
- Flexible working hours & work from home
- Unlimited leave upon manager approval
- Public transportation ticket
- Company cell phone of your choice
- Gym membership
- Snacks, drinks, and fruit in the office
- Home internet reimbursement

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