

Joboffer dated from 07/02/2018

Senior Game Designer (m/f)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20459
Country:	Germany

Company data

Company:	Deep Silver FISHLABS
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg



Contact Person

Name:	Christoph Hillermann
Position:	Director Human Resources
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg
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Job description

Your Crew

You will be part of a highly motivated team, eager to create a compelling AAA high quality game. Together with your colleagues in Game Design you will be in the center of it all, working closely with programmers and artists to make our new game a great success.

Mission briefing

- Conception of game ideas for a new, hitherto unannounced game
- Creation of game design documents (GDDs) and vision statements
- Devise creative solutions to gameplay and balancing issues
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Development of gameplay mechanisms and systems

- Conception of level designs and user interfaces in cooperation with other team members and departments
- Refine balance of live game economies
- Aggregation and evaluation of user feedback
- Produce and take ownership of design specs, balance spreadsheets, and other game documentation



Skillset

- At least 5 years of work experience as Game Designer in the games industry
- Participation in all relevant phases and stages of the production of at least 2 finished and released video games
- Routine in the creation and maintenance of game design documents
- Experience in designing complex systems
- Seniority to guide colleagues from a GD standpoint and keep the game vision
- Very good command of the English language (both written and spoken)
- High capacity for teamwork and excellent communication skills
- Self-contained way of working and high level of self-motivation
- A lot of creativity
- Experience in the development of console games
- Practical knowledge of interaction and screen design
- Basic knowledge of project management and QA processes
- Basic knowledge of game and graphic engines



Mission Support

- *Here's to you!* Fresh fruit, free beverages and special conditions for gym membership
- *Do it!* Personal responsibility, freedom and short decision-making routes
- *The Unit!* Open office, friendly atmosphere and with professionals always willing to lend a hand
- *There you are!* Centrally located, bright and modern offices where creativity flourishes
- *Have Fun!* Of course play some games along the way
- *And what else!?* Learn more about your new professional [homebase](#)

We are looking forward to your application. To give us a more extensive first impression of you, a substantial application will be appreciated. The minimum content should be a short motivation letter and your CV. If you have questions regarding the application just drop us an e-mail at jobs@dsfishlabs.com. An application via our [online tool](#) is preferred.

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