

Joboffer dated from 07/04/2018

## SENIOR GAME DESIGNER (M/F)

Field: Game Designer / Level Designer  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 60322 Frankfurt  
Country: Germany

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### Company data

Company: **Deck13 Interactive GmbH**  
Street adress: Gervinusstraße 18-22  
Zip Code / Place: 60322 Frankfurt



### Contact Person

Name: Leon Walter  
Position:  
Street adress: Gervinusstraße 18-22  
Zip Code / Place: 60322 Frankfurt

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### Job description

SENIOR GAME DESIGNER (M/F)



You are:

- A gamer – you know that one key to designing great games is playing games. A lot. You love it.
- Passionate about game design and game development
- An experienced hands-on developer – you like to use editors and scripts, and are keen to demonstrate a high level of ownership and responsibility in your day to day work
- Action and combat-driven – you are a subject matter expert in the area of enemy design

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and combat feel

- Leading the way – you can guide and improve combat experiences big and small, from simple introductory enemies to major boss encounters (and everything in between)
- Analytical – you have a fine understanding of the ways that combat systems can succeed or fail. You can identify when a feature is fun or not, while also exploring the causes that led to the observed outcome
- Intuitive – you know that fun, dynamic combat may start with creative analysis, but you won't rest until it feels great when the controller is in your hands
- A born collaborator – You love working with others towards a common goal, whether with programmers, artists, producers, or fellow designers

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You will:

- Become a senior member of our gameplay and game design team
- Drive and organize the design, implementation, tuning, and polish of combat encounters and features
- Get your hands dirty – you will be responsible for a variety of combat-related tasks and express your creativity through mastery of our proprietary game development editor
- Work closely with members of different departments (art, production, and engineering)

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Your specs:

- 5+ years professional experience in the field of game design, with an emphasis on driving combat experiences from conception to final polish
- Working knowledge of professional game development editors
- Some experience with complex scripting a plus

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