

Joboffer dated from 08/23/2018

## Lead Game Designer (f/m)

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

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## Company data

Company:	<b>Sargos Games</b>
Street adress:	Malyy Kaluzhskiy 15
Zip Code / Place:	119071 Moscow



## Contact Person

Name:	Yulia Ermakova
Position:	
Street adress:	Malyy Kaluzhskiy 15
Zip Code / Place:	119071 Moscow
E-mail:	stillwat@yandex.ru

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## Job description

Sargos Games is looking for a Lead Game Designer to work on an ambitious game project with an open world for PC/PS4/PSVR. Lead GD's position in the company will be the following: Founder -> Producer -> Lead GD -> Game designers.

### About the current project: ☐

Name - Sargos Nebula

Genre - Action Adventure

Platforms - PS4, PSVR, PC

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Targeted audience - M/F 17-35

Current development stage - pre-production

Main development instrument - Unreal Engine 4

**Responsibilities:**

- Development of new mechanics
- Designing and balancing game mechanics
- Analyze competitors games
- Providing design documentation
- Working with the team of developers and artists
- Adjusting gameplay
- Managing the team of game designers

☐

**Requirements:**

- 3+ years experience as game designer
- Experience in developing games for PC
- Deep knowledge of game mechanics, game logic and narrative design
- Presenting released projects
- English knowledge - Intermediate +

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**Advantages:**

- Previous experience with Unreal Engine 4

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**We offer:**

- High salary level
- Office in the center of Moscow with video games, ☐tea, coffee and cookies :)
- Interesting ambitious projects for modern consoles in a creative atmosphere with young skilled team
- Full-time job with flexible schedule (9-18 / 10-19 / 11-20)
- Assistance in relocation to Moscow

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