

Joboffer dated from 05/30/2019

Lead Combat Designer (m/f/d)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20459 Hamburg
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
E-mail:	jobs@dsfishlabs.com

Job description

Your Crew

You will be leading a small Combat Design team that is working on a state-of-the-art 3D SciFi game in a positive and productive environment. Your team consists of Game Designers and Programmers who all share one common goal: To create an outstanding gaming experience on consoles and PC with thrilling combat encounters that will leave the players having to make strategic decisions and act fast.

☐

Your Mission

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- Work as part of the design team and take responsibility for features, systems, and content.
- Provide mentoring and feedback to other designers and report to directors.
- Collaborate with the other department leads to ensure productive communication and problem solving between disciplines.
- Work with production to assist and provide feedback on high-level plans and schedules.
- Gather and provide effective and constructive feedback to the creative staff, providing suggestions and solutions for improvement when applicable.

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Your Skillset

- 7+ years of experience in core gameplay design roles
- Demonstrated ability to communicate design vision and to align that vision with internal partners and an intended audience
- Exceptional ability to conceptualize, pitch, and implement game systems and features using various tools, technology, and visual language
- Ability to direct, collaborate, and speak critically on gameplay systems, art, and content development
- Collaborative and progressive thinker capable of inspiring large teams toward a unified goal
- A clear understanding of the creative and game development processes
- Able to work creatively in a demanding team environment
- Absolute passion for playing and making computer games
- Remain current on industry trends including new game genres, new game design methods, and techniques, and trending audiovisual excellence
- Bonus Skills
 - 5+ years of experience in combat design roles
 - Experience managing, and/or mentoring others
 - Additional experience such as in coding, level design, UI, art and/or audio

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Mission Support

We are just as passionate about our games as we are about their creators (Could that be you?!). Your job comes with personal responsibility, freedom and short decision-making routes. And most importantly - A motivated, international team full of fellow gamers.

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The studio is located in a bright, modern office, right in the center of Hamburg. With a selection of benefits for all our staff: Including discounted gym membership, fresh fruit and a variety of free drinks. A healthy work-life balance is important to you? For us too! That's why we are also awarded as a family-friendly workplace. Coming from abroad? No problem! We also offer relocation packages.

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Sounds good? Take a look here: www.dsfishlabs.com

Did we spark your interest? We are looking forward to your application. Simply click [here](#) and apply with just one click by linking your LinkedIn Profile or uploading your CV.

If you have any further documents which you think might be worth sharing to underline your background and talents, we are happy to receive them as well. 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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