

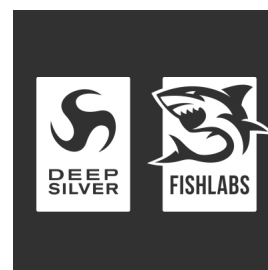
Joboffer dated from 09/16/2019

Game Designer (Combat Design) (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

Job description

Your Crew

You will be part of 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

Games-Career.com is a service provided by:

- 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
- Development of action gameplay mechanisms and combat systems
- Conception of level designs and user interfaces in cooperation with other team members and departments
- Aggregation and evaluation of user feedback
- Produce and take ownership of design specs, balance spreadsheets, and other game documentation

Your Skillset

- At least 3 years of work experience as a Game Designer in the games industry
- Participation in all relevant phases and stages of the production of at least 1 finished and released video game
- Routine in the creation and maintenance of game design documents
- Experience in designing complex systems
- 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

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.

□

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.

Sounds good? Take a look here: [□www.dsfishlabs.com](http://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

Games-Career.com is a service provided by:

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.

☐☐☐☐☐☐☐

Games-Career.com is a service provided by:



Quinke Networks GmbH
Bei den Mühlen 70
20457 Hamburg / Germany