

Joboffer dated from 06/10/2020

Senior Game Designer (m/f/d)

Field: Game Designer / Level Designer
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 13467 Berlin
Country: Germany

Company data

Company: **Sixteen Tons Entertainment GmbH**
Street adress: Karlstr. 3
Zip Code / Place: 72072 Tübingen



Contact Person

Name: Florian Wendel
Position: Lead Game Programmer
Street adress: Karlstr. 3
Zip Code / Place: 72072 Tübingen



Job description

To work on our upcoming projects, we are looking for a full-time



Senior Game Designer (m/w/d)



for one of our studios, Tübingen or Berlin.

As a Senior Game Designer, you are responsible for the development and implementation of game ideas and writing of the related documentation. You are part of an ambitious team of

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developers and work together closely with the project management.

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Responsibilities

- Development of game ideas based on specifications
- Creation of structured and efficient game design documents
- Attendance of the implementation and definition of all necessary steps for balancing and polishing
- Creation of attendant documentation for research purposes

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Your profile

- You have appropriate job experience in game design
- You have a university degree in game design, computer science or design, or an equivalent professional experience
- You are experienced in interdisciplinary work and you are familiar in working together with artists and programmers.
- You are capable to think through complex facts in a logical and well-structured way and to formulate it to a clear and easily understandable game design document.
- Ideally you are experiences with the development of commercial games. Experience with Serious Games/ E-Learning/Simulation and/or strategy games are a plus!
- You always think customer centered and always have the big picture in your head
- You are committed and highly flexible
- You have high quality standards for your products and develop your skills on your own initiative
- You speak German and English

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Your Portfolio

Together with your application we expect some examples of your previous work. Please describe precisely what you did concretely on these examples.

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What we offer:

- Play a central role in a team that has been making games for over 20 years
- Take part in the development of the globally successful "EMERGENCY" game series
- Challenging and exciting game projects
- A highly motivated team with a flat hierarchy and fast decision making

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Our current products:

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- <https://play.google.com/store/apps/details?id=com.sgs.emhq.android>
- <https://itunes.apple.com/app/emergency-hq/id859148736>

Even if you don't meet all of the qualification requirements, we would love to hear from you.

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Contact

Please send your CV and a cover email to:

Stefan Hoffmann

application@sixteen-tons.com ☐

☐ Tel. +49 7071 916770

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All applications and information will be treated confidentially.

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