

Joboffer dated from 07/06/2020

## Berlin - Mid-Senior Game Designer (m/f/\*) – The Adventures of Tintin

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	10245 Berlin
Country:	Germany

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### Company data

Company:	<b>5th Planet Games GmbH</b>
Street adress:	55 Simplonstrasse
Zip Code / Place:	10245 Berlin



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### Contact Person

Name:	Moritz Voss
Position:	
Street adress:	55 Simplonstrasse
Zip Code / Place:	10245 Berlin
E-mail:	berlin-jobs@5thplanetgames.com



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### Job description

**Hey, nice to meet you!** We are looking for a passionate Game Designer (m/f/\*) to join our brand new game studio in Berlin, to work on a fresh, narrative & casual gaming experience around the famous comic album series The Adventures of Tintin.

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#### Your Role at 5th Planet Games

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If you love creating novel and interesting evolutions of popular game genres for countless players to enjoy worldwide, then this is a perfect job for you!

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Together with your teammates, you will build a unique, fascinating narrative and casual game experience. Your team has the highest degree of creative and technical freedom to build a truly unique game experience set in its classic, compelling comic album world.

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### **Responsibilities, at a glance**

- You will take an active part in shaping and communicating the game vision, to teammates and stakeholders.
- Drive feature and content development for our casual/narrative titles.
- You will be in charge of balancing the gameplay and economy of the game, as well as propose features to support monetisation.
- Monitor and report on the game's Key Performance Indicators, and communicate your analysis to the team in order to inform product decisions.
- Play a key role in the proposal, development and monitoring of live operations features.
- Stay informed of casual games trends, innovations and general game design techniques as well as share your knowledge with your teammates.
- Build your dream studio culture in a small, closely knit team. ☐

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### **Skills, no-frills**

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Are games your genuine passion? Does the thought of bringing worlds to life that players will love to explore and experience excite you?

You're enthusiastic about games as a creative medium and you know how to turn your ideas into fun with an engaged team?

As a Game Designer, you have a holistic view of the game, from the player's experience, which you advocate for, to what is under the hood and how it all fits together. You have excellent communication skills and know how to discuss complex issues with teammates of all disciplines, as well as rally them around the game vision. And most of all: Teamwork makes you thrive and happy!

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**Bonus points**

- Passionate about Comics or Animation? Excellent!
- 3 or more years of experience? Sweet!
- Experience in running Live Ops? Perfect! ☐

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**5th Planet Games in Berlin**

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Our studio is right next to Ostkreuz, in the exciting borough of Friedrichshain with its endless culture, drinks, and food options. It's easy to reach by S-Bahn from anywhere, and lies just behind a public park. Right now, remote work is very much an option!

We create games for a diverse, worldwide audience, and believe strongly in mirroring this diversity within our company and the teams we form. People of all identities, genders, backgrounds, and origins are equally welcome to join our ranks! ☐

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**Apply now!** ☐

Excited? Send your CV, maybe some work samples, ☐ salary expectation and a short cover letter to [berlin-jobs@5thplanetgames.com](mailto:berlin-jobs@5thplanetgames.com)

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Applications are best made in English or German.

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