

Joboffer dated from 07/08/2020

## Game Designer (f/m/d)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	10997 Berlin
Country:	Germany

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## Company data

Company:	<b>YAGER Development GmbH</b>
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



## Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



## Job description

We are currently seeking a talented and passionate **Game Designer for an unannounced game in a new IP**. The gameplay experience is a unique blend of third-person shooting & melee combat, in an open world that lets you choose your own goals, together with others.



Join us in making the vision of the game come to life as a driving force in Game Design and push the boundaries to deliver a truly unique player experience. Be part of an experienced team that has a lot to offer, and encourages you to grow as a designer and game developer.



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**We're looking for people who want to leave a mark in the landscape of games by working together in interdisciplinary teams and a fast-paced and professional environment.**

### **Responsibilities**

- Design best in class player experiences in at least one relevant areas for the game: Third Person Shooter, RPG Progression, Multiplayer Co/op, Character Gameplay, Melee Combat Mechanics, Sandbox / Open world
- Work closely with the direction to translate the game vision into high-quality player-experiences
- Own and drive feature development as a designer in one of our projects interdisciplinary development teams
- Collaborate with other designers to ensure that all features of the game create a consistent player experience that is aligned with the vision
- Drive and iterate features from the initial ideation to final polish working closely with the team

### **Qualifications**

- 2+ years of industry experience contributed to at least 1 shipped title for the target audience
- Passionate player of Shooters, MOBAs, RPGs, Multiplayer Games
- Capability to design iteratively
- Open-minded and actively seeks out and incorporates constructive feedback
- Excellent verbal and written communication skills in English

### **Desirable skills**

- Experience in developing games in a game as a service model
- Experience with the Unreal Engine
- Experience with agile production methodologies
- Experience in implementing gameplay mechanics either by visual scripting or programming

### **Employment details**

- Full-time and on-site
- Status: employment
- Start: as soon as possible



### **Your Benefits**

### **We support you all the way**

Relocation bonus and ongoing support and assistance, occupational pension scheme

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**We care about your well-being**

Flexible working hours, fresh fruit and vegetables every day, hot and cold beverages of your choice, in-house massage, monthly company events, fitness Club membership, Berlin public transportation Jobticket

**We encourage continuous learning**

Extensive games/books library, dedicated Talent Development Manager, participation at various game conferences

**We know how to have fun**

A variety of exciting Team Events, regular in-house social events, Summer and Christmas Party, beer and soft drinks for Friday meetings



**If this sounds like you, and you love to work in a creative environment with people passionate about their work, we are looking forward to getting to know you!**

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