

Joboffer dated from 11/06/2020

Lead Game Designer (f/m/d)

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

Company data

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|-------------------|-------------------------------|
| Company: | YAGER Development GmbH |
| Street address: | Pfuelstr. 5 |
| Zip Code / Place: | 10997 Berlin |



Contact Person

| | |
|-------------------|---------------------|
| Name: | Human Resources |
| Position: | |
| Street address: | Pfuelstr. 5 |
| Zip Code / Place: | 10997 Berlin |
| E-mail: | contact-hr@yager.de |



Job description

The Cycle is an innovative multiplayer F2P FPS set in a futuristic Space Cowboy universe where Prospectors strive for fame and fortune via matches that offer a tense and uncertain gameplay. Our team is looking for a talented Lead Game Designer to join us in our office in Berlin, Germany. In this role, you will be responsible for leading and mentoring a talented and highly motivated team of game designers and support them in the creation of high-quality shooter mechanics, systems and workflows. The lead game designer will drive the notion of elegant and comprehensive design that exceeds player expectations and that are both practical and pragmatic to prototype and implement.□

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Responsibilities

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- Overseeing the entirety of the game's design, including shooter mechanics, progression systems, social systems and monetization
- Function as the design department lead, responsible for managing our designers, defining a coherent design culture and processes across teams, and representing the department to other departments and stakeholders
- Work with the creative director and other department leads to realize the project's creative vision
- Ensure the design documentation is compelling, clear and well communicated to all disciplines
- Able to balance innovation and cutting-edge design with feasibility limited by technical constraints and business parameters
- Providing feedback and practical mentoring to team members to foster their development as game designers and developers
- Leading by example: able and willing to carry out design discipline and implementation work when it makes sense to do so
- Collaborate with Business Intelligence and interpret player data to support project-wide decisions

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Qualifications

- As versatile design lead, you are able to look at the big picture as well as zoom into the microscopic details of our game
- 7+ years game industry experience, 2+ years of management experience
- Shipped at least 1 FPS as a lead designer or senior designer
- Strong verbal and written communication skills in English
- Familiarity with modern 3D game engines and related editing tools
- Able to work harmoniously with a diverse team and handle the tensions inherent in creative undertakings
- A deep understanding of major elements of game design: system design, level design, character mechanics, AI, narrative, interface, balance and difficulty and progression systems
- Strong problem solving and trouble-shooting skills
- Excellent creativity and demonstrated ability to generate innovative concepts, mechanics and ideas

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Desirable skills:

- Experience in developing for Xbox or Playstation is beneficial
- Working with Unreal Engine
- Experience with high-level programming languages a plus
- Deep understanding of reference games in our market space and what makes them successful

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Employment details:

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



Benefits:

We support you all the way

Relocation bonus and ongoing support and assistance, occupational pension scheme



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, fitness Club membership, monthly company events, 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 exciting to you, and you love to work in a creative environment with people who are passionate about their work, we are looking forward to getting to know you!

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