![Games-Career - we make games!]

Joboffer dated from 03/01/2021

Game Designer

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

Company data

Company:	**Crazy Labs**
Street adress:	Ella-Kay-Str 22c
Zip Code / Place:	10405 Berlin

Contact Person

Name:	Limor Ziv
Position:	
Street adress:	Ella-Kay-Str 22c
Zip Code / Place:	10405 Berlin
E-mail:	lmorz@tabtale.com

Job description

CrazyLabs, a world-leading mobile game developer with 3.5B downloads, is looking for an experienced Game Designer to make our top charts excellent games even better!

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Our ideal candidate should be a gamer with previous experience creating and maintaining successful and fun mobile games!

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Are you up for the challenge?

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Lead our games through their full cycle, from concept to release
- ☐Design game economy, game mechanics & monetization
- ☐Create clear & complete game design documentation for game content & features
- Communicate and prioritize game design to relevant stakeholders; facilitate the production process and be involved in critical review milestones
- Lead and balance game KPI based on data analytics and market trend decisions
- Help come up with new & accurate game themes

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Do you have what it takes?

- **Have at least 3 years of hyper-casual game design experience - a must!**
- **Extensive Unity experience with the ability☐to prototype and take a project end to end - a must!**
- Have a proven history of managing complex design projects in a fast-paced environment
- Enjoy challenges and problem solving
- Be immersed in the gaming world, know the market and current trends
- Be positive and self-driven, with the ability to be collaborative in a team environment
- Have proven ability to conceptualize, create and implement game concepts using various tools and technology
- A broad understanding of core-loop, meta-game, game-balance, economy, and monetization models
- Have excellent creative, analytical and organizational skills with proven ability to write, communicate and maintain detailed design documentation throughout
- Broad knowledge of games; passion for casual, mobile and classic arcade game genres.
- Proficiency in Microsoft Excel, Flash, Perforce, Unity and Adobe Photoshop - an advantage

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