

Joboffer dated from 06/24/2022

## Senior Game Designer Full-time, m/f/d, Cologne or Remote within Germany

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

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### Company data

Company: **Flying Sheep Studios GmbH**  
Street adress: Deutz-Mülheimer Str. 30  
Zip Code / Place: 50679 Cologne



### Contact Person

Name: Marta -  
Position: HR  
Street adress: Deutz-Mülheimer Str. 30  
Zip Code / Place: 50679 Cologne  
E-mail: jobs@flying-sheep.com



### Job description

#### **ABOUT FLYING SHEEP STUDIOS**□

#### **We craft truly frictionless games for the metaverse.**□

Flying Sheep Studios is a game company of 20 people with great ambitions that has already shipped over 200 crossplatform webgames. Since joining the iCandy group, we have been focussing on building social virtual worlds to contribute to the Metaverse.□

Even though we have an office located in the Cologne Game Haus, right in front of the Gamescom location, our team may work remotely from anywhere in Germany.□

We have built our company culture based on the following beliefs:□

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**Diversity** is the key to more creativity and better problem solving. Our team is currently composed of people of 6 nationalities and over one third female team members. Our company language is English. If we enjoy ourselves while making our games, this will translate into more fun games for our players. So we make sure to keep a harmonic atmosphere, and have regular voluntary team events

(LAN parties, board game nights, karaoke etc...)

**Continuous improvement** of our processes enables us to deliver games without unnecessary stress. We are never satisfied with the status quo, therefore we use every opportunity to learn and improve our skills and processes, to enable us to meet all deadlines without having to crunch.

This is important for our last point because...

... we believe that a healthy **work-life balance** is essential for an enjoyable work environment. Not only have we been able to avoid crunch completely for the 8 years of our existence. We also offer flexible working time, flexible working place (Cologne office or anywhere else), and overtime is compensated in free-time.

If these values fit your own expectations of a desirable workplace, then here is your chance to join our team!

## **TASKS**

- Work with a diverse team of multidisciplinary professionals to create an engaging social massively-multiplayer experience
- Design frictionless onboarding processes for new players
- Design and improve game loops and mechanics to maximise player enjoyment
- Develop and maintain game design documents and guidelines

## **YOUR PROFILE**

- Hands-on game design experience
- Understanding of free-to-play multiplayer mechanics
- Experience with maintaining and improving multiplayer games beyond launch as a live service
- Understanding of player motivations and reward mechanics
- Excellent English communication skills

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### **ADVANTAGEOUS EXPERIENCE**

- Programming knowledge
- Worked with web games before
- Worked on an MMORPG before
  
- Working on cross-platform games

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### **WE OFFER YOU**

- Work from our Cologne office or remotely in Germany
- Very flexible working hours
- Perks like 30+3 days of holidays, training and conference budgets etc...
- Work with cutting edge web and blockchain technologies
- Grow together with an ambitious game studio
  
- Play an important part in shaping the future of the metaverse

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### **INTERESTED?** ☐

If you want to join us, send your application documents, portfolio, possible start date and desired salary to Marta at [jobs@flying-sheep.com](mailto:jobs@flying-sheep.com)

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