Joboffer dated from 12/22/2022

Senior Game Designer (m/f/d) Claymore Game Studios

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 64293 Darmstadt
Country: Germany

Company data

Company: **Kalypso Media Group GmbH**
Street adress: Wilhelm-Leuschner-Straße 11-13
Zip Code / Place: 67547 Worms

kalypso
WHERE GAMES LIVE

Contact Person

Name: Nicole Göhrig
Position: HR Managerin
Street adress: Wilhelm-Leuschner-Straße 11-13
Zip Code / Place: 67547 Worms

Job description

We are currently looking for a **Senior Game Designer** (m/w/d). to support
our new project based on the **Commandos** franchise.

Claymore Game Studios are located in Darmstadt close to the
Frankfurt-Rhine-Main area. We are working on the next installment
of the internationally acclaimed **Commandos franchise** for PC and the latest generation of
consoles. We are looking for passionate developers to join our team and actively define the
future of one of the most iconic series in tactical strategy gaming.

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We offer:

- A lively, creative and open atmosphere in a growing company
- Freedom to develop your own ideas and initiatives
- Exciting tasks, teamwork and short decision-making processes
- Responsible work in a constantly evolving industry
- Vitamins, caffeine&drinks: fresh fruit, soft drinks, coffee and tea are freely available
- We make it our goal to proactively contribute to the mental health of our employees. We are supported by an online tool.
- Premium fitness: work out in a gym next door with a□reduced membership fee for employees
- Alternatives for car drivers: travel allowance or parking space available
- Fast food or healthy meal? A wide range of food options for your lunch are □available nearby - and we pay part of the costs!
- Prepare for the future: you can continue an existing company pension scheme or apply for a new one by converting your salary.
- Flexible working hours and a hybrid workplace model (home office & office)
- Re-location? No problem - we can help you to find your accommodation

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Requirements:

- At least 5 years of experience in the games industry as a Game Designer
- Experience in creating and maintaining game design documents, including flowcharts, spreadsheets, mindmaps etc. while using Confluence and Jira
- Understanding of character interactions, AI and events in the game world, including online constraints
- Systemic and logical thinking and good understanding of programming requirements
- Very good verbal and written language skills in English and preferably also in German
- Good understanding of Unreal Engine is a plus

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Responsibilities:

- Design, balancing and advancement of new and existing systems and rulesets
- Design of Gameplay, UI, UX, Controls
- Documenting and communicating the game mechanics and game design requirements for the technical implementation
- Systems analysis of competitive products
- Clear communication of the vision and the game design to the team members, including presentations

Interested?

Then we are looking forward to receiving your meaningful application with cover letter, resume and references.

We put a lot of emphasis on a cover letter. Don't see it as a chore, but as an extra chance to show who you are/tell us more about yourself.