

Joboffer dated from 02/23/2024

## Lead Game Designer (f/m/d)

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

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## Company data

Company:	<b>Kolibri Games GmbH</b>
Street adress:	Hallesches Ufer 60
Zip Code / Place:	10963 Berlin



## Contact Person

Name:	Emilie Farnir
Position:	HR Manager
Street adress:	Hallesches Ufer 60
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## Job description

We are Kolibri Games - a mobile games developer from Berlin. We believe that with the best people, we can make games that players will enjoy for years to come.

Our games have defined the idle genre, and bring enjoyment to hundreds of millions of players all around the world. This is possible due to the talented people who make us who we are. 'Kolibris', as we call ourselves, are on a mission to continue making great games and we're looking for new talent to join our team. We strive to offer you a fair recruitment process and a great candidate experience, as well as a friendly environment to work in, with plenty of opportunities to learn and grow.

We are looking for an experienced Lead Game Designer to lead the design team and make the key design decisions for our hit title, 'Idle Miner Tycoon'.

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You will be responsible for new features and content creation, economy management, and balancing for a game with a huge player base. Working with a cross-functional game team and reporting to the Product Director, you will take the lead on all aspects of design, including vision and management.



## Responsibilities

- Be the game design expert within the Idle Miner Tycoon team, guiding decisions with deep knowledge of free-to-play game design, economy balancing, and F2P monetization.
- Lead and mentor the Idle Miner Tycoon Game Designers and UI/UX designers, fostering growth and ensuring alignment with the game's vision.
- Implement robust game design practices and collaborate with Product Management to drive continuous improvement.
- Ensure high quality of game design process and deliverables.
- Assist in recruiting and evaluating game designer hires to maintain a skilled and cohesive team.
- Directly contribute to feature enhancement and new feature development, using data-driven insights to drive player engagement and monetization.
- Support the creation of the game's vision, roadmap, and feature set alongside the Game Lead, and analyze metrics to propose improvements.
- Collaborate across departments and support cross-functional initiatives related to game design.
- Cultivate a culture of creativity and teamwork within the team and company, and stay updated on industry trends.



## Required Skills

- Leadership and mentoring experience, with at least 2 years in managing game designers.
- Strong proficiency in game mechanics, live operations, and monetization strategies.
- Analytical skills, including understanding of mobile game KPIs and Excel.
- Passion for idle games and delivering exceptional user experiences.
- Excellent communication and time management skills.

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