Joboffer dated from 11/03/2024

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

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	76137 Karlsruhe
Country:	Germany

Company data

Company:	**Iteration One GmbH**
Street adress:	Augartenstr. 1
Zip Code / Place:	76137 Karlsruhe

Contact Person

Name:	Sebastian Knopp
Position:	Co-Founder
Street adress:	Augartenstr. 1
Zip Code / Place:	76137 Karlsruhe

Job description

(Senior) Game Designer (f/m/d)
Hybrid (One-Site + WFH) | Full-Time | Karlsruhe, Germany

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About Us
Welcome to the world of Iteration One. Great to have you here!

We are an independent studio and publisher of free-to-play mobile games. Our successful idle games are built in an iterative process by our team of experts.

Founded in 2022, we're a small yet powerful team of experts, dedicated to mastering the art

of crafting successful idle games through innovation, iteration, and excellence in every step of the process.

Our current flagship game, Nightclub Tycoon, is a lighthearted idle tycoon game available on iOS and Android, set in a friendly and witty nightlife setting.

At Iteration One, iteration is more than just a word—it's the heart of our approach. Passionate about the process of creating exceptional games? Maybe we should talk!

Your job opportunity
We are looking for an experienced Game Designer to take ownership of designing game features from concept to implementation and managing the game economy of Nightclub Tycoon and upcoming games.

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Responsibilities

- Take ownership of designing game features from concept to implementation.
- Follow through on features to ensure they function as intended and achieve the desired impact once live.
- Document and communicate feature designs and intentions with the rest of the team.
- Design, model, monitor, and balance complex game economy systems to ensure a fun and engaging player experience.
- Ensure that every system in the game is fine-tuned and integrates seamlessly with others.
- Serve as the go-to person for questions about new features, existing designs, or ongoing in-game events.
- Work closely with Product Managers, Data Analysts, and other stakeholders to align design solutions with business goals and user needs.
- Collaborate with team members such as Artists, Programmers, Story, and Project Managers to implement and iterate on features and content based on objectives.
- Facilitate brainstorming sessions with other team members and designers to gather input and select the best design ideas.

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Requirements

- At least three years of experience working on a commercial free-to-play mobile game.
- A passion for free-to-play mobile games and casual games that are accessible to everyone.
- Extensive experience in game design, game systems, and balancing game economies for mobile f2p games.
- Clear understanding of free-to-play games and their economic systems.
- Strong sensitivity to gameplay and game design, skilled at building player needs and emotions within the game context.
- Logical thinker with strong attention to detail; comfortable working with numbers and analyzing data, with spreadsheets as a go-to tool.
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Ability to communicate game concepts clearly and concisely.

In addition to these, it would be nice but not mandatory for you to have these as well:

- Experience working with the Unity Engine
- Programming or scripting skills are a plus
- Experience with idle or other casual games

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What We Offer

- Workplace where we aim high, without taking ourselves too seriously
- Autonomy and accountability with support to foster professional development
- A collaborative environment that encourages sharing ideas and innovation.
- Great opportunities to grow with the company
- Flexible hybrid workplace where people enjoy working at the office

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Basics

- Location: Karlsruhe (Ettlingen), Germany
- Relocation: Relocation to Karlsruhe (Germany) is expected after the trial period.☐Please note that a valid work permit for Germany is required to apply for this position.
- Work model: Mix of office and remote work
- Working language: English (German is a plus)

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Sounds about right?☐
Then just apply here!

Tell us what drives you!☐
We want to know what fuels your passion for gaming and what epic goals you're chasing.

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And don't just tell us - show us!
Add your portfolio or share your best work. We're excited to see what you bring on the table!

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Wrap it all up and send it to:☐
hello@iterationone.com

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Your contact person is Sebastian Knopp, he is co-founder of Iteration One and has been

working in the gaming industry for many years.

Games-Career.com is a service provided by:

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