

Joboffer dated from 07/24/2025

JUNIOR GAME DESIGNER FOR TRIBAL WARS

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22761 Hamburg
Country:	Germany

Company data

Company:	InnoGames GmbH
Street adress:	Friesenstraße 13
Zip Code / Place:	20097 Hamburg



Contact Person

Name:	HR Team
Position:	
Street adress:	Friesenstraße 13
Zip Code / Place:	20097 Hamburg

Job description

For our game Tribal Wars for browser and mobile, which has been popular over 20 years, we are looking for a Junior Game Designer who is not only willing to learn but also enthusiastic about improving our game content even further: You will join our agile and international Tribal Wars team and also work closely with the team for our game Grepolis. Start your career in the gaming industry, improve the quality of our classic game, design new exciting events and optimize our successful live operation in close cooperation with our community.

Your mission

- **Learn & grow.** Integrate yourself into our team of specialists and expand your technical skills based on the guidance of experienced colleagues.
- **Support our team.** Help us analyze, change and maintain the game's balancing and

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systems.

- **Practice designing.** □ Concept, iterate and evaluate new game features & content that drive engagement, retention, and monetization.
- **Share your vision.** □ Communicate and present well-designed concepts to players and our team.
- **Collaborate.** □ Work collaboratively with our agile teams for Tribal Wars and Grepolis, with the main focus on Tribal Wars.

Your skill set

- **Strategy Gaming enthusiast.** □ You are passionate about PvP strategy games and love to design & play all kinds of strategy games.
- **Willing to improve your skills.** □ You are not only □ fascinated by modeling fun & intuitive game features but also dedicated to learn quickly.
- **Player's perspective.** □ You are eager to challenge game features based on the user experience.
- **Market knowledge.** □ Be up-to-date on new trends and practices in the games industry, especially in the market of free-to-play mobile games.
- **Strong communication skills.** □ You are talented in presenting your Game Design concepts to a team of interdisciplinary specialists.
- **Open-minded team player.** □ You are confident □ to use your English skills every day and □ happy to work □ in an international, multicultural environment.

Bonus points

- **Professional Game Design expertise.** □ You have gained initial working experience as a Game Designer, ideally on free-to-play mobile games.
- **Theoretical Game Design expertise.** □ You have graduated in Game Design studies or qualified based on a comparable educational experience.
- **Game experience.** You are or were an active member of an alliance in Tribal Wars or Grepolis and have already fought in end games.

Your power-ups

- **Career opportunities.** □ Level up as a Game Designer □ with excellent training and development opportunities, such as online trainings, InnoVersity and conferences.
- **Outstanding benefits.** □ Get 28 vacation days, a sabbatical, mobile device, contribution to your public transport ticket, and more.
- **Compensation & Fair Play.** We have career models as well as market-competitive salary grids in place that ensure that we treat our employees fairly. For this junior-level position, the salary range is between € 38,000-46,000 gross. Your seniority level (junior, regular, senior) will be evaluated during the interview process. The salary ranges for other seniority levels differ.
- **Flexible working hours.** □ We offer □ trust-based working hours as well as active breaks - □ play table tennis with your team, work out in our gym or go to our rooftop terrace to get some fresh air.
- **Hybrid Working Model.** □ We offer our colleagues the flexibility to choose between working from home and our modern offices in central Hamburg. With regular times

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planned together at the office during our [Office Days](#), we keep up our unique InnoGames spirit!

- **Creative processes.** Feel comfortable in an atmosphere that empowers creative thinking and strong results.
- **Team of specialists.** Shape the success story of InnoGames and be a part of our international team of professionals in a stable growing company and award-winning employer.
- **Team events.** Participate in regular team events (e.g., wine tasting, cooking, paintball), barbecue together on our rooftop terrace, and enjoy regular company-get-togethers.
- **Relocation assistance.** If you are interested in relocating to Hamburg, we will help you relocate to Hamburg regarding all the needed resources.
- **English first.** Our company language is English, and we support all our employees and their partners with optional German lessons.

□

InnoGames (www.innogames.com) is one of the leading German developers and publishers of mobile and browser games and a certified Great Place to Work®. The Hamburg-based company was founded in 2007 and is now part of Modern Times Group (MTG). Together with about 350 employees from 40 nations, the company founders develop unique games that provide many years of fun for millions of players around the world. InnoGames is best known for Forge of Empires, Elvenar and Tribal Wars, but the company is continually expanding its now 10-game portfolio across platforms and genres. Most recently, InnoGames launched Cozy Coast, a feel-good beach adventure with elaborate merge-2-gameplay and a captivating story. □ Excited to start your journey with InnoGames and join our team as a Game Designer? We look forward to receiving your application as well as your salary expectations and earliest possible start date through our online application form. Junwei Song would be happy to answer any questions you may have.

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