

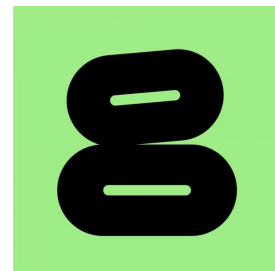
Joboffer dated from 03/06/2026

Game Designer - Live Operations

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

Company data

Company: **8Bit- Games Industry Recruitment**
Street adress: Lelewela 6F/3
Zip Code / Place: 80-442 Gdansk



Contact Person

Name: Monika Michalak
Position: CEO
Street adress: Lelewela 6F/3
Zip Code / Place: 80-442 Gdansk
E-mail: contact@8bitplay.com

Job description

Description

Our client – the studio behind shapez and shapez 2 – is looking for a Game Designer to join the Shapez 2 team and take ownership of the game’s ongoing evolution post-launch. This is a generalist design role focused on maintaining and growing an existing, beloved automation game. Not building something from scratch.

This is a rare opportunity for a designer who is already part of the Shapez community, deeply familiar with the automation genre, and genuinely excited about stewarding a live game rather than starting from zero.

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You’ll work closely with the lead developer to iterate on balance, systems, and content, while

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keeping the player community at the centre of every decision.

If you're a self-driven designer with a passion for factory games, a community-first mindset, and the versatility to wear multiple hats in a small remote team, this role is for you.

This position is open to candidates based between UTC-3 and UTC+1 (roughly Brazil to Germany). Fully remote.

RESPONSIBILITIES

- Maintain and iterate on existing Shapex 2 game design, including balance, systems, content, and quality-of-life improvements
- Represent the player perspective in design decisions, grounding choices in community feedback and data
- Collaborate closely with the lead developer on implementation, including light scripting and coding with guidance
- Engage with the Shapex community and translate player sentiment into actionable design improvements
- Contribute to future DLC development as the role evolves

REQUIREMENTS

- Genuine passion for automation and factory games, with 200–300+ hours in titles like Factorio, Satisfactory, Dyson Sphere Program, or similar
- Must have already played Shapex 2 for 20+ hours and be genuinely invested in the game
- Humble, collaborative personality. We need someone who's able to set aside personal preferences in favour of what players actually enjoy
- Systemic thinking – you are able to zoom out beyond the player perspective when needed
- Basic coding comprehension – we don't expect you to be a developer, but to be comfortable engaging with technical implementation

NICE TO HAVE

- Experience modding factory games (Shapex 1/2, Factorio, Satisfactory, etc.)
- Prior community management or community-facing experience
- Formal game design experience or shipped titles
- Basic Unity experience

WHAT THEY OFFER

- Fully remote, full-time position with flexible scheduling.
- Healthy work-life balance culture, and paid overtime when it happens.
- Monthly personal growth allowance for courses, books, or other learning materials.
- Focus days dedicated to researching or learning new skills
- Team gatherings are organised once a year to meet and collaborate in person.
- Budget to set up or upgrade your home workspace, including the hardware of your

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choice.

- Yearly salary review to ensure your pay keeps pace with market standards, and an automatic increase of 2% per year.

ABOUT THE COMPANY

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A small indie studio focused on creating thoughtful, deeply satisfying factory and automation games that players truly love.

The team started with web games, found success on PC, and has since grown into a distributed team delivering highly rated simulation experiences.

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The studio values:

- Direct communication and ownership over unnecessary bureaucracy.
- Player-first design shaped by close collaboration with the community.
- Long-term partnerships with people who want to grow alongside their projects.

Team size: ~12 people, slowly growing

Work mode: Fully remote

Engine: Unity

Platform: PC

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