Joboffer dated from 10/09/2026

# Senior Game Designer

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| Field: | others |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Zip Code / Place: | 22761 Hamburg |
| Country: | Germany |

## Company data

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

## Job description

You see yourself as a game developer first and want to own the whole experience, not just a single feature? You love squad RPGs and know what makes a hero roster, a combat loop and a progression system click? For our new midcore mobile game we are looking for a Senior Game Designer who takes overall ownership for a great game - from first prototype to validation with real players. Join a small, experienced and fast-moving new games team and use AI as a natural part of your craft.☐

### Your mission

- **Shape the game.** Define the core loop, meta game and long-term progression of a new squad RPG together with Product, Art, and Tech - and take responsibility for the player experience as a whole.☐
- **Design heroes and combat.** Create hero rosters, abilities, synergies, and squad combat that are easy to learn and deep to master.
- **Balance the game.** Set up the fundamentals of economy, progression and combat balancing that the game can grow on.
- **Prototype fast.** Turn ideas into playable prototypes quickly, test them early and iterate based on player feedback and data.
- **Leverage AI.** Use and drive AI tools and workflows for prototyping, content creation, balancing and analysis - and share your learnings with the team.
- **Validate.** Contribute to market and player tests, interpret results and make clear, data-informed design decisions.

### Your skill set

- **Professional expertise.** You have worked 5+ years as a Game Designer and have successfully shipped or taken at least one game through early development (concept, prototype, soft launch or validation).
- **Squad RPG love.** You know your way around the hero collection / squad RPG genre, play these games yourself, and can deconstruct what makes the market leaders successful.
- **Generalist mindset.** You are comfortable switching between systems, combat, economy, content and UX - and you care about the game as a whole.
- **Balancing fundamentals.** You have hands-on experience with spreadsheets and balancing models for combat, progression, and economy.
- **AI-first.** You already use AI tools in your daily design work and are curious to push what is possible with them.
- **Hands-on.** You bring your ideas to life yourself by using the available tools for prototyping.
- **Comfortable with ambiguity.** You thrive in an experimental environment where concepts change and decisions are made fast.
- **English as company language.** You are open-minded, confident working in a multicultural environment and eager to use your English skills every day.

## Your power-ups

- **Career opportunities.** Level up 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.
- **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 planned together at the office during our Office Days, we keep up our unique InnoGames spirit!
- **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 senior-level position, the salary range is between € 65,000 - € 85,000 gross. The salary ranges for other seniority levels differ. Your seniority level (junior, regular, senior) will be evaluated during the interview process.
- **Team of specialists.** Be part of a stable, growing, and award-winning global company. Meet your future colleagues in Creative & Product Management.
- **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 like the InnoConf or the Social Day.
- **Relocation assistance.** If you are interested in relocating to Hamburg, we will support you regarding all the needed resources.

InnoGames 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 Heroes of History, a novel mix of city builder and hero collection RPG and 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. Anika Michel would be happy to answer any questions you may have.☐