



GAME DESIGNER

Outline of the Role:

The Game Designer is a visionary and an entrepreneur that will drive the development of new game ideas. This individual will be a seasoned game designer that can take an idea and run with it. Be bold, think out of the box and never give up on your vision. You are a creative decision maker that can define features, design game loops and find out what players want. Ideally, you are self-motivated, passionate about gaming and looking to work in a startup environment where you can take ownership of your work.

Requirements and Experience:

- 2+ years as Game Designer
- Great understanding of games, game design, game mechanics, as well as story and character design
- Knows what it takes to make an amazing player experience
- Experience designing levels
- Understands humour, and how to weave it into game design
- Excellent verbal and written communication skills
- Familiar with user acquisition, player retention, engagement, monetization and how to translate analytics into actionable game features
- Familiar with legal restrictions and certifications required for children's games
- Understanding of micro-transactions and F2P core game loops
- Familiar with trends in gaming, including Web, Mobile, Steam/download, console

Responsibilities:

- Work with the Hyper Hippo team to design new game ideas, develop them and launch them.
- Create a vision and then find the fun through rapid prototyping.
- Develop the level layout, scenario creation, pacing, and gameplay tuning
- Contribute to other studio projects
- Define feature and game requirements
- After launch, continue to refine the game



Attitude and Personality:

- Creative and not afraid to kick around ideas until they fall apart or sparkle like diamonds
- Comfortable in fast-paced environments
- Agile and flexible to moving deadlines and schedules
- Excellent interpersonal skills and a demonstrated ability to lead by influence
- Excellent verbal and written communication skills
- Enjoys collaborating with a small, creative team
- Self motivated, able to work with minimal direction
- Socially-conscious individual, eager to contribute to the local and global community
- Avid game player (console, mobile, board games, etc.)
- Possesses the ability and desire to contribute in a highly creative environment, providing unique concepts and solutions

Compensation package:

- Competitive salary
- Extraordinary profit sharing program
- Health Benefits
- 3 weeks vacation
- 10 personal days per year
- Annual self development budget to attend conferences, courses, training – you name it