



GAME ANALYST

A day in the life of being a Game Analyst at Hyper Hippo:

- Work with product teams to understand their vision for the game and features being developed
- Define queries that will be used to measure game health metrics and KPI's
- Define events to tag in code that will send game information to appropriate analytics tool(s)
- Evaluate different analytic tools, select preferred tools
- Use preferred analytic tools to run queries and create visual reports to communicate key game metrics
- Define and run A/B tests
- Schedule automated reporting scripts and jobs
- Perform in-depth analysis of games and recommend new experiments to run or improvements to make
- Design additional tools to improve our analytics.
- Identify useful metrics for new features early in the development lifecycle.
- Collaborate with producers, designers, software engineers, QA, and other roles.

Your Cred's...

- Bachelor of Arts &/or Science, preferably in computer science, statistics, physics, or other technical field related to measurement & analysis, advanced degree a plus.
- 2+ years of experience working in data analytics, previous game industry experience a plus.
- Excellent quantitative skills & a deep understanding of statistics.
- Experience with Excel, SQL, Tableau, and R.
- Familiarity with data analysis & statistical methods; scripting skills a plus.
- Ability to look at large complex data sets & formulate meaningful conclusions.
- Strong written & oral communication skills
- Experience working in a mobile &/or web environment, as well as game experience a HUGE plus.