KeokeN Interactive, developer of acclaimed sci-fi epic Deliver Us The Moon, is looking to reinforce its core team with a combat designer to work full-time on our next projects.

**Job description**
As our combat designer, you will be part of the project’s team for the duration of at least 6 months for our upcoming, unannounced (multi-year) project, with the possibility of remaining part of the team for the rest of the project. You will work closely with our creative director, art and audio departments to create beautiful, evocative and emotionally engaging experiences. Your responsibilities cover the design of engaging and rewarding combat systems, from conceptualization to implementation. It will be your job to create both gameplay and communicate clear designs and systems.

**Requirements**
- 2+ years of experience in game development combat design.
- Proven skills and experience with combat systems, pipelines, workflows and to make your own prototype
- Familiarity with game development pipelines
- Self-sufficient tech skills
- Experience with Unreal Engine 4, and performance capture is a great plus!

**Mindset and personality**
- Humble, proactive and able to work effectively in team environments and autonomously
- Constructive, communicative and practical
- A clear passion for and knowledge of games
- You love Nolan films and dare to mention this in the interview (be warned, this will add at least 45 minutes to the interview)

**About KeokeN**
Established in 2013, KeokeN Interactive develops rich and believable worlds that will make you forget your surroundings and push the boundaries of your reality. The unique elements of the gaming industry show that the possibilities seem to be truly endless and that the limitations are only bound by one’s own creativity. Our principles and uncommon market approach have created a unique indie developer.

In 2019 we released Deliver Us The Moon, a sci-fi adventure that takes players on a lonesome mission to the moon in order to save a desolate Earth. The game has received praise from critics and fans alike for its story and atmosphere, and it’s the first Unreal Engine 4 title and the first indie title worldwide to support RTX raytracing.
At KeokeN Interactive we feel that we are in the experience creation industry rather than ‘just’ the game development industry. We always aim for the highest quality and focus on stunning visuals, deeply immersive experiences, sensational audio, captivating stories and a keen eye for details.

**What we offer**

- Opportunity to work on a high quality 3D game experience
- We are an equal opportunities employer
- Work/life balance carefully kept in check
- On location work close to Amsterdam, The Netherlands and remote work at home
- Flat hierarchy
- Passionate team of co-workers
- Plenty of room to grow
- Collaboration and teamwork as key to creativity, no one man band
- Room to voice your ideas and ambitions
- Enough whiteboards to write on

Submit your portfolio through our website (form) now!