

Game Designer (m/f)

LOCATION Frankfurt Area / Germany

POSTED June 21st, 2019

JANEIOUS is a community funded and independently operating game studio.

The Studio was founded to put customers front and center in mobile games. We live up to this mission in all aspects of the company: Our shareholders are mobile gamers, our fans get to participate in all stages of game development and our office doors are open to our core community.

The JANEIOUS team, composed of industry veterans and new talents, works from Ireland, the UK, Malta and Germany while our community and shareholders come from all over the world.

If the requirements below are met and you can identify with our cause, prepare yourself for a journey of epic proportions and join us now.

YOUR MISSION

- Work directly with the Game Director and take responsibility for features, systems and content design
- Communicate with team leads of other departments to ensure problem solving between disciplines
- Adapt and design game features and events based on player feedback and KPIs
- Balance ingame economies and create adaptable balancing sheets
- Create design documents, system outlines and whatever else is needed to effectively communicate the game vision to the development team
- Be up-to-date on new trends and practices in the games industry

YOUR PROFILE

- Absolute passion for playing and making mobile games
- Deep understanding of free-to-play game mechanics, monetization systems, and game economics
- Experience of shaping and optimizing game balancing and feature design for at least one successfully released title
- Understanding of the importance of well-documented designs and technical features
- Mathematical and analytical understanding
- Good knowledge of German and English, both spoken and written

PREFERABLE

- Relevant education and degree (Game Design, Computer Science, Psychology etc.)
- Experience with Unity
- Willing to relocate to Frankfurt am Main, Germany

Please send your resume or CV in PDF, HTML, text, or Word format to jobs@janeious.com. Please put in "Game Designer" in your email's subject line.

We look forward to receiving your application (cover letter, CV and references) as well as your salary requirements and earliest possible starting date. We accept PDF and Word format.