

GAME DESIGNER

As the mastermind behind each of our games, it will be your task to write and maintain game design documents for our F2P and HOPA games. You will design gameplay, mechanics, puzzles, interactions and overall user experience. Your tasks will include writing narrative elements of the game including story, backstory, dialogues and cinematic scripts. You will participate in brainstorming sessions with other members of the team. You will also work closely with members of the game design and development team during the game's production, manage deadlines and tasks. You will use our basic script language to control interactions in the game. Last but not least, you will provide and receive constructive critique, give suggestions and solutions for improvement, keep up with industry trends, and along with us, take them to a higher level.

Required skills:

- Strong written and verbal communications and presentation skills
- Excellent documentation and organizational skills
- Fluent in speaking and writing in English language
- Excellent creative and analytical skills
- Familiarity with HOPA game genre and F2P games
- Proven ability to write on demand and in various styles
- Willingness to adapt and iterate designs
- Strong and diverse knowledge of popular culture
- Passion for making and playing games
- Attention to the finest details
- Knowledge of Microsoft Office package
- Orientation towards team-work and collaboration
- Working under pressure, meeting deadlines

Extra skills:

- Previous experience in a similar position
- Background in art, writing or programming
- Passion for books, comics, movies and video games