Game Designer

Remote   **Full-time**

About Peer

Peer builds a gamified social ecosystem on a proprietary, immersive 3D map. The mobile app interactions are based on location sharing, and Peer also features a unique marketplace. This is just the beginning—the product vision has a broader horizon.

We are building a meta-world that becomes a literal peer to your real world.

The team you will be joining is not just playing around with social media - we are a team of tech, product, art, and design seniors creating technologies to enable innovative social experiences that have not existed before. And we are just getting started.

Most of our team are passionate gamers 😎

Come and create the future of social interactions with us.

About you

- You are a gamer with a particular itch to make games big or small. You love game jams and can show us some of your game prototypes or indie projects you have created.

- You believe that social interactions can be more rewarding when a simple game mechanic keeps people entertained and has them returning for more.

- Coming from a technical or creative background (we do not judge), you are a creative problem solver and love working with artists and engineers to create stuff that engage people in the digital and real world.

- You worked closely with production to identify, prioritize, assign, and evaluate design work.

- You have experience with procedural gameplay mechanics and game design for mobile games.

- If you worked at a startup or had one of your own, this is an extra 1000 points.

- Utilize data-driven insights to inform design decisions, adjust live balance in real-time, and react quickly to changing project needs, driving effective solutions.

- You have 5+ years of experience in the game designer position and a proven track record of successful games and mobile gaming projects with large user pools. You have a zest for engaging communities and inserting fun into our everyday lives.

- Experience with multiplayer cooperative games, systems design, experience working with custom engines, analytics tools/languages/processes, and visual scripting is another 1000 points extra.

Roles and Responsibilities

- Conceptualize, implement, and maintain gameplay systems that achieve rewarding game loops.

- Create prototypes, design gameplay, features, and other parts of a good game.

- Research and come up with fresh game ideas to be tested and/or implemented

- Create and maintain comprehensive documentation of the gameplay mechanics

- Work closely with the remote team of UX and UI Designers, Artists, Engineers, and Product managers

- Present concepts and ideas in a clear and inspiring manner

Recruitment process

1. A 30-minute call with our People and Culture and Senior Product Manager.

2. A 30-minute call with our Head of Design.

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