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## Designer

Monolith Productions (WB Games)

US - Kirkland, WA

Posted 16 days ago 204 views



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### Job description

#### SUMMARY OF POSITION

Monolith Productions, a division of WB Games Inc., seeks a Designer to work closely with the Design and Production staff to create and maintain high quality game play system components.

#### JOB RESPONSIBILITIES

- Work with System Designers, Game play engineers and content teams to create and maintain system components and manage data structures using proprietary WB tools and industry standard software.
- Work closely with QA and Consumer Play test groups to identify and resolve design / game play issues.
- Investigate and resolve game play issues identified by QA or team members during daily play through.
- Help keep updated design documentation, including but not limited to the current status of quest distribution and event locations.

#### JOB REQUIREMENTS

- Previous experience using Lua (or equivalent scripting language) a plus.
- Engineering or technical background strongly preferred.
- Experience scripting or coding.
- Experience working in the game industry preferred.
- Passion for game design.
- Attention to detail.
- Self-motivated, has initiative to learn with minimal direction.
- Strong verbal and written communication skills.
- Positive attitude, strong work ethic, and the ability to work in a highly collaborative team environment.
- Knowledge of the action/adventure and/or open world game genres.

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### Industry

Consumer Goods, Entertainment, and Online Media

### Employment type

Contract

### Experience

Mid-Senior level

### Job function

Information Technology, Engineering, Other