

Game Economy Designer

Client Overview:

My client is a Berlin-based company at the forefront of casual and social gaming. With a dedicated team, they prioritise cross-platform gaming and exceptional user experiences.

Role Overview:

As a Game Economy Designer, you'll play a key role in designing and managing systems which enhance the player experience and encourage players to invest in the game. As part of the design team, you're able to create economy and balance rules with your expertise. Support in creating fun, engaging, and outstanding player experiences.

Responsibilities:

- Design game progression and monetisation systems
- Manage virtual goods pricing and balance game economy
- Develop game specifications from concept to launch, focusing on monetisation and retention
- Enhance game systems quality through analysis and improvement
- Collaborate with game designers to align player behaviour with game design
- Analyse game genres' economies to optimise monetisation
- Recommend features to meet player needs and ensure depth in game economy
- Communicate comprehensive game economy vision
- Provide detailed documentation and prototypes for systems and economy.

Requirements:

- University degree in economics, mathematics, computer engineering, computer science, or related field
- 3+ years of successful experience in game system design and monetisation for F2P games
- Strong analytical skills for modelling and analysing game economy and player behaviour
- Proficient in econometrics and statistical analysis
- Deep understanding of social gaming, free-to-play, and mobile platform business models
- Ability to align player motivations with business objectives
- Excellent communication, interpersonal, and organisational abilities
- Fluency in English

Compensation & Benefits:

- Up to €80k base salary
- Personal development opportunities and creative freedom
- Engaging tasks and exciting challenge
- Agile work environment with perks such as free drinks, fruit, and rooftop terrace
- Flexibility to work remotely or in our vibrant office in Berlin

Skills:

- Analytical Skills
- Communication
- Computer Engineering
- Computer Science
- Econometrics
- Game Design
- Game Development
- Statistical Analysis
- Systems Design
- Unreal Engine 4