

GAME DESIGNER

NEW

Job reference

282195704

Company Name

Team17 Digital Ltd (/recruiter-details/895_team17-digital-ltd)

Salary

Negotiable

Location

Wakefield, United States

Country

United States

Industry sector

Games and Level Design

Job start date

ASAP

Posted date

08/03/2019

Closing date

07/05/2019

Experience Level

Mid-Senior Level

Job type

Permanent | Full Time

Remote Job

No



We are looking for Games Designers to join the team at our Wakefield Studio.

As a Game Designer you must be able to describe your vision for a game (or elements of a game) to designers, artists, programmers, producers, marketing staff, and others involved in the development process. You must have a strong knowledge of and interest in the history of games, the current state of the games market and games development practices. You need to be able to judge a game objectively and be willing to offer feedback to developers. You also need to be a great communicator and be able to work within a team and be willing to keep yourself informed of the usage of current tools and trends in game development.

You will be responsible for:

- Defining the content either visually, verbally or in written form, regarding software produced by Team17
- Implementing or assisting in the implementation of that content, and to ensure as far as possible the high quality of that content
- Working proactively with the other members of the team, including the Producer, Lead Designer and Creative Director to ensure that the design-related goals of the project are met in a timely manner
- Ensuring a high quality of work on their assigned project, primarily from a game design point of view, but also also including UI/UX
- Working with third party developers on the Team17 games label to ensure an appropriate level of support in assisting with the development of those games in design related tasks, and maintaining a high level of quality
- The communication and championing of game content, concept and vision to artists, programmers, producers, marketing staff and all others involved in the development process
- Presenting Team17 developed software to third parties, such as platform holders, press, or other development partners, either on Team17 premises, at the offices of platform holders, or at trade shows
- Forming new ideas to contribute to both titles that are in development, and also as the basis for ideas for wholly new games and IP

The key skills you will have are:

- An understanding of and an interest in game studies
- Experience of developing gameplay mechanics
- Information design and user interface design skills
- Excellent communication, both written and verbal presentation skills

- The ability to work with people and accept feedback and criticism, utilising good interpersonal skills
- Imagination and creativity
- A flexible approach to work
- Good time management skills, working to deadlines but with a high level of attention to detail and commitment to delivering quality work
- Practical knowledge of current development practices and development tools
- Good working knowledge of game engines (e.g. Unity), Adobe Photoshop and Microsoft Office
- Experience of development using C# and/or blueprint, or equivalent

When applying please make sure that you send a link to your portfolio so we know just how good you are!

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