



(Senior) Game Designer - New Games (f/m/d)

- Kolibri Games

Berlin - Full-time - 743999962288488

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We are looking for a (Senior) Game Designer to work on our next potential big hit! You will be embedded within one of our “New games” teams working on building the next generation of idle games. You will be entrusted with balancing, economy management, new features and content design. You will be working in an agile and fast-paced environment identifying future features for the game by developing a deep comprehension of our players’ needs and motivations using both data, information from the players, and your own F2P knowledge. Depending on the state of the project you will be working on, we aim to release weekly updates so you will make sure that our players have a challenging but rewarding game experience that is perfectly balanced.

Responsibilities

- Design and prototype new features in collaboration with stakeholders
 - Research, deconstruct, and assess mobile games
 - Balance features and evaluate their impact on the game
 - Iterate, tweak and adapt game designs based on playtesting feedback as well as other sources of qualitative and quantitative data
 - Drive long-term player engagement based on players' needs and motivations
 - Collaborate with the Product Lead and other stakeholders in market research to identify opportunities for new games as well as for features and mechanics
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- At least 3 years of professional experience as a game designer with experience in new games
 - Experience operating a live game is a plus
 - Strong analytical & mathematical skills
 - Advanced knowledge of Microsoft Excel
 - Experience in game design and UX preferably in F2P mobile games
 - Experience building and deconstructing game design and game economies
 - Strong comprehension of games from a player and a business perspective
 - Player-centric mindset and a sense for great user experience
 - Strong team player who collaborates effectively with different stakeholders

Desirable skills

- Has successfully released one or more mobile game titles
- Knowledge of Unity3D is an advantage
- Experience with creating UI/UX mockups