



# Senior Game Designer (f/m/d) - Kolibri Games

**Berlin - Full-time - 743999904676756**

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Senior Game Designer (f/m/d)

We are looking for a Senior Game Designer to work on our hit game 'Idle Miner Tycoon'. You will be part of the "IMT Team" working on balancing, economy management, new feature, and content creation for a game with over 220 million downloads. Identify future features for the game in an agile and fast-paced environment by developing a deep comprehension of our player's needs and motivations using data, information from the players, and your own F2P knowledge.

Responsibilities

- Design flexible economy systems and features (progression & reward structures, currencies, sinks & sources, etc.) aligned with the creative, game, and monetization managers.
  - Work closely with the monetization team to come up with pricing strategies for items, and events.
  - Create game economy simulations and evaluate their performance & their impact on player experience.
  - Collaborate with cross-functional teams to integrate your designs.
  - Balance and adapt your work based on technical and production constraints, playtest results, and comments from cross-functional teams.
  - Write and maintain design documentation that will serve as a reference to guide interdependent teams.
  - Provide your input on in-game content and pricing, and come up with suggestions to refine designs.
  - Assess the impacts of adding, removing, or updating content on player engagement.
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- An undergraduate degree in Game Design, Economics, Finance, Mathematics, or equivalent
  - At least 3 years of professional experience in design, economics, or related experience (live/online game development is a huge plus)
  - In-depth knowledge of Excel
  - Ability to translate analytical findings into actionable recommendations
  - Excellent problem-solving, organizational, communication, interpersonal, and presentation skills
  - Player-centric mindset and a sense for great user experience
  - Strong comprehension of games from a player and a business perspective

## Desirable skills

- Experience in game design for F2P mobile games
- Successfully released one or more mobile game titles
- Knowledge of game engines (e.g. Unity3D, scripting) is an advantage