



**POSITION: Senior Game Designer**

**LOCATION: US / Remote**

**CONTRACT: Full-time Staff / Permanent**

**CONTACT: [katharine@\[rachelelewis.com](mailto:katharine@[rachelelewis.com)**

RLT is seeking a **Senior Game Designer** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other "NFT" developers on a number of fronts.

### **JOB SUMMARY**

Our client is looking for an experienced and well-rounded Senior Game Designer who knows how to make a game that's engaging for days, months, and even years! This is a role that will lean heavily on F2P design know-how, relying on your systems, gameplay, monetization, and balancing talent in order to flesh out Core as well as Meta and Economy designs for our games!

### **RESPONSIBILITIES**

- Designing a variety of systems and features around a strong meta progression and player-driven economic backbone
- Balancing meta, monetization, social, and economic systems in order to meet specific KPIs and player experience goals
- Reviewing completed features and content (as well as new design proposals) and providing strong, actionable feedback
- Supporting design efforts to build a comprehensive and inflation-resistant economic ecosystem that is both compelling and well-balanced
- Communicating your design ideas and updates through well-written specs, mock-ups, wireframes, and/or prototypes
- Collaborating with a team of highly-invested designers, programmers, artists, and QA testers across all phases of the project lifecycle
- Educating your fellow designers and teammates on good F2P, gameplay, and meta design practices - you shouldn't just be great at making designs, but also explaining why they're necessary

### **REQUIREMENTS**

- At least 5 years of professional gameplay, balancing, monetization, and meta design experience in the gaming/mobile industry
- Strong F2P foundation and understanding, including the release of at least one high-profile F2P title in a senior role
- Clear and proven understanding of how to drive long-term player engagement through meta and social design
- Excellent written and spoken communication skills - you know how to get teams excited about your ideas!

- Ability to build, maintain, and balance an in-game economy, including advanced spreadsheet/Excel capabilities
- Passion for games and helping to make the teams behind them better for having you!

### **PLUSES**

- Experience with player-driven economies
- Successful release and/or live support of multiple mobile/F2P titles
- Familiarity with Unity

If you are interested in talking about this opportunity, please email us and include your resume.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - <http://rachellelewis.com/>

**Contact: katharine[@]rachellelewis.com with resume if interested.**

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.