Title:	Game Designer, Runaway
Responsible to:	Product Owner, Runaway
Direct Reports:	N/A
Functional Relationships with:	Programmers
	Community Manager
	Researcher
	Runaway Contractors
	Artists
	Product Owners
	Player Support
	Quality Assurance
	Designers

Game Designer

Come work in a positive, inclusive environment with a talented team of programmers, designers and artists creating exceptional games. We're looking for Game Designers to help design and create new games and design new features for live products. It is our dream to grow the leading global brand in nature games, producing a portfolio that has a positive impact on our players lives while progressing games as an artform and providing one of the best places in the world to work as a game developer.

Runaway brand values are reflected in everything we do.
Our why: Games are Engines of Happiness - bringing light to people's days to make the world a better place.
Our how: Players Come First. A Diverse, Inclusive and Supportive Culture. A Culture of Excellence. Building a Trusted Brand For Life.
Our what: Games Inspired by the Natural World.

Role & Responsibilities

This is what we aim to have you doing in the role, with assistance and support. If you have areas you need to develop, we will work with you on these areas to get you feeling confident and comfortable.

- Work on new product ideas alongside others, following Runaway's new product process.
- Create basic funnels and other analytic reports.

- Create high-quality documentation of designs for the wider team.
- Design and write detailed User Stories for new features and game Prototypes.
- Design and create legible mockups of new features.
- Design and create charts and diagrams of game loops.
- Welcome feedback and open to constructive criticism.
- Offer feedback, suggestions and ideas in creative discussions.

Skills & Experience

Essential Skills:

- Understanding of what is involved in System Design, Narrative Design, User Experience Design.
- Specialisation into an aspect of game design.
- Good understanding of design fundamentals: Design Pillars, Core Loop, Mechanics, Target Audience.
- Good understanding of mobile design fundamentals: Retention, Monetisation, Funnels, Onboarding, Metagame Progression.
- Designs large features for new and existing games with minimal assistance.
- Understands the core elements of a game, and how changes and new features will affect how these elements interact.
- Keeps "up to date" on current top mobile games and trends in mobile design.
- Good time management skills to meet deadlines.
- Initiative to self manage and ensure your time is being used in the most efficient way possible to produce fun experiences for end users.
- Great communication and teamwork.

Preferred:
- Tertiary degree in an area relevant to Game Development or Design.

Apply

We take pride in our positive, friendly culture and hire people who want to be part of making something special with us. We're an inclusive group and encourage applications from people with diverse backgrounds.

We value and support our staff - you can expect a clear career development plan and support in professional development, opportunities to move sideways or upwards as you grow with us, a creative environment where everyone is encouraged and supported in pitching new game ideas, no-crunch culture, flexible work hours for work/life balance, group lunches, nature excursions and spending time with a talented and very friendly bunch.

If you feel excited about joining us, we'd love to hear from you. Please send your cover letter and resume to: careers@runawayplay.com