

Joboffer dated from 02/29/2024

Lead Game Designer (m/f/d)

Field: Game Designer / Level Designer
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: Langen
Country: Germany

Company data

Company: **Limbic Entertainment GmbH**
Street address: Heinrich-Hertz-Strasse 21
Zip Code / Place: 63225 Langen



Contact Person

Name: Loren Bucioglu
Position:
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Zip Code / Place: 63225 Langen
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Job description

EY, GAMERS! ARE YOU READY FOR YOUR NEXT ADVENTURE IN THE INDUSTRY? LOOK NO FURTHER!

Limbic Entertainment is seeking talented players like you to join our team! As a member of our crew, you'll have the chance to join our team and help us create the next generation of games - from crafting immersive worlds to developing unforgettable characters that will keep players hooked. Whether you're a coding wizard, a visionary artist, or a sharp-witted marketer, we've got a spot for you on our crew. So, are you ready to level up your career and join the fun? Let's start the game of your dream job together!

WHAT WILL A DAY IN YOUR LIFE IN THIS ROLE LOOK LIKE? WE ARE GLAD YOU ASKED!

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Limbic Entertainment is looking for a talented Lead Game Designer (m/f/d) for an unannounced Unreal Engine 5 project.

As a Lead Game Designer, you will be responsible for developing game systems, controls, and interfaces, as well as forming and driving the creative vision of upcoming PC and console games together with the Creative Director. You will also be involved into managing the designers on your project, reviewing their designs, and helping them grow as designers. For this opportunity, we are seeking a person, with both a strong game design background and a leader personality having experience in organizing and mentoring other designers.

Your tasks:

- Be the owner of major game systems, supported by a multidisciplinary team
- Translate the game vision into game mechanics
- Continuously evaluate, iterate, and tweak game features to highest quality standards
- Create new game concepts and improve existing designs
- Manage and guide the design team on your project
- Mentor fellow designers and review their designs
- Plan and prioritize work for the design team

WE WOULD LOVE IT IF YOU HAVE THESE SKILLS:

- A minimum of five years of professional game design experience
- One significant release in the last years, preferably on PC and console
- Experience in working on systems and AI - Multiplayer experience is a plus
- Demonstrated ability to provide and consider feedbacks for improvement
- Lead and mentored designers before
- Excellent leadership, communication, and organizational skills
- Passion for creating fun and compelling user experiences
- Creative mindset with an eye for detail
- Excellent time management and problem-solving skills
- Good understanding of the games market and current trends
- Fluency in written and spoken English
- Deep understanding of RTS and turn-based-strategy games
- EU citizen or a valid working permit for Germany is required

WE DON'T JUST WORK HARD, WE ALSO KNOW HOW TO HAVE FUN!

- There's Whatever Wednesdays! Hump day is no match for us because we know how to have a good time. From playing games to enjoying some tasty snacks, we always find a way to have fun together. It's the perfect mid-week pick-me-up!
- Feeling the need to get fit and healthy? Join us for Fitness Thursdays! We bring in a

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professional fitness trainer to help us get our blood pumping and our bodies moving. Who said exercise couldn't be fun?

- We've got Flexible Fridays. If you've completed your 40-hour week, you can choose to work for lesser hours or even take the day off! ☐ You read that right!! We trust our team to manage their time effectively and know when they need to take a break.
- Option to ride to work with a monthly (RMV) transportation ticket.
- As part of our commitment to fostering growth and ambition, we support individual and professional growth and ambitions by offering online courses, GDC vault access and events for knowledge transfer and mentorships.

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