

Joboffer dated from 09/18/2024

## Game Designer\* (Browser Games)

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

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### Company data

Company: **Gameforge AG**  
Street address: Albert-Nestler-Straße 8  
Zip Code / Place: 76131 Karlsruhe



### Contact Person

Name: Anne Schuster  
Position: HR Manager  
Street address: Albert-Nestler-Straße 8  
Zip Code / Place: 76131 Karlsruhe



### Job description

#### **Karlsruhe | hybrid working | full-time | from now**

We are one of the leading publishers of free-to-play-onlinegames based in Karlsruhe, Germany.

The Browser Game Department focuses on delivering engaging and seamless gaming experiences for our users across browser platforms. We collaborate with internal teams to ensure smooth functionality, optimize game performance, and enhance user satisfaction, all while creating and maintaining the creative vision for each game.

As a Game Designer\*, you will collaborate with different stakeholders to deliver the best user experience, following the creative vision. You will be also responsible for driving the game

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improvements and monetization, by creating concepts and plans for game features and sales.

**Please submit your application in English.**

## Your mission

- You support our games by creating new concepts and optimizing existing ingame systems
- You maintain and improve game balancing
- You design and implement monetization systems and funnels
- You plan and oversee sales and monetization streams
- You monitor, analyze and report proposed improvements or adjustments
- You create and maintain documentations

## Your skills

- You have a minimum of 2 years experience in designing, maintaining, developing and/or publishing a product through key phases of its life cycle
- You have a understanding of design processes and willingness to broaden your knowledge following industry standards
- You have a good understanding of KPIs and the ability to think analytically
- You live for online games and know the ins and outs of browser games and other free-to-play-onlinegames
- You like working in a team and want to bring you and your abilities to the fore
- You keep a cool head and can easily adjust to changing situations and modify existing processes

## Your Gameforge setting

- An international company awaits you! English is our company language, as employees from over 35 nations are part of our team
- The future's hybrid! Together with your manager and team, you can arrange how you split your time working from home or at the office
- Where colleagues become friends! Regular team events and an open company culture
- We put our complete trust in you! Through freedom to choose things like flexible assignment of working hours and personal responsibility for your own work

## About Gameforge

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Founded in 2003, Gameforge is a leading Western publisher and operator of widely acclaimed Massively Multiplayer Online (MMO) and browser-based game titles. Gameforge builds highly active and enduring global communities by supporting players through the greatest quality LiveOps, provision of localized content, engaging community management, and frequent delivery of meaningful updates.

Gameforge's diverse portfolio of highly successful gaming brands provides different worlds with engaging experiences for players from all walks of life: core MMORPG titles like AION Classic, Runes of Magic, and Metin2, beloved anime MMOs like Elsword and NosTale, strategy-focused browser games like Game and kariam, along with indie titles such as Trigon: Space Story and Tiny Thor.

More information is available on <http://corporate.gameforge.com/>

\*No matter what gender, we're on the lookout for people with drive and talent.

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