

Joboffer dated from 11/27/2024

## Narrative Game Designer (f/m/d)

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 97232 Giebelstadt  
Country: Germany

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### Company data

Company: **www.handy-games.com GmbH**  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt



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### Contact Person

Name: Nicole Murrmann  
Position: Senior Manager HR  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt  
E-mail: nicole.murrmann@handy-games.com



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### Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

Are you looking for a challenging job in an attractive work environment in the gaming industry? Do you want to use your creativity and artistic talent to create games that will be played by people all over the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers! We are looking for a **Level Designer (f/m/d)** for our headquarters in Giebelstadt/Germany (on-site only).

#### **JOB DESCRIPTION**

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For our current in-house game project, which is set in a gothic-inspired science fiction world with a focus on story and combat, we are looking for a talented Narrative Game Designer (f/m/d). □

Work closely with our artists, sound and game designers, and software engineers to bring our game ideas to life.

Within the scope of the game project, you will mainly work with the game engine Unity.

□

Join us and create next-gen content for PS5, Xbox Series X, PC, and more! □

□

### **WHAT ARE WE LOOKING FOR**

- You have experience in designing video games of various genres
- You have a sound knowledge of both classic and multimedia storytelling and have already written several large-scale stories or plotlines yourself
- You have an eye for a cinematic production of the story and the ability to inspire others with your vision and to realize it
- You have experience working with cameras with Cinemachine
- You have technical understanding and are experienced with Unity
- You can write lively dialogue and add depth to characters
- Experience with Articy is a plus
- Ideally, you have already gained practical experience in the field of game development
- As a team player, you are open-minded, can integrate well into a team, and implement the team's ideas and visions in your stories
- Your self-motivation is convincing, you have a sense of responsibility and the desire to develop yourself further with us and to familiarize yourself with new tasks
- You have very good written and spoken German and English skills

□

### **HANDYGAMES™ OFFERS YOU**

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
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Parcel service



We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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