

Joboffer dated from 04/17/2025

## GAME DESIGNER FOR HEROES OF HISTORY

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22761 Hamburg
Country:	Germany

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### Company data

Company:	<b>InnoGames GmbH</b>
Street adress:	Friesenstraße 13
Zip Code / Place:	20097 Hamburg



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### Contact Person

Name:	HR Team
Position:	
Street adress:	Friesenstraße 13
Zip Code / Place:	20097 Hamburg

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### Job description

Join our new mobile game Heroes of History. You'll take ownership of our live events - creating and designing experiences that honour the history and stories of our heroes. Work together with an experienced team of Game Designers, Artists, Engineers & Product Managers.

#### Your mission

- **Create exciting events.** Come up with new event formats, tie them meaningfully to our heroes, and refine existing ones. Design reward systems and event structures that foster long-term player engagement.
- **Analyse.** Evaluate, iterate, and improve new game content that drives engagement, retention, and monetization.

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- **Implement innovation.** □ Be up-to-date on new trends and practices in the F2P mobile games industry and translate them into engaging game features.
- **Collaborate.** □ Work cooperatively within a data-driven and multi-disciplinary team.

## Your skill set

- **Strong knowledge in F2P event design.** You've created and tuned events that captivate players, drive engagement, and align with monetization goals.
- **Professional expertise.** □ You have worked for 3+ years as a Game Designer on free-to-play games.
- **Data-driven.** □ You know how to work with numbers and you are familiar with analysis & AB-Tests.
- **Player's perspective.** □ You are challenging game features based on the user experience for our players.
- **Passion for the game.** □ Strong passion for **Heroes of History**, with an active and engaged presence in the game.
- **AI.** □ You utilize AI for your Game Design needs on a daily basis.
- **Strong communication skills.** □ You are eager to use your English skills every day and you are well-versed in presenting your Game Design concepts.
- **Open-minded team player.** □ You like to exchange knowledge with a team of experienced specialists and you are confident working in an international, multicultural environment.

## Your power-ups

- **Career opportunities.** □ Level up as a Game Designer □ with excellent training and development opportunities, such as online trainings, InnoVersity and conferences.
- **Outstanding benefits.** □ Get 28 vacation days, a sabbatical, mobile device, contribution to your public transport ticket, and more.
- **Compensation & Fair Play.** We have career models as well as market-competitive salary grids in place that ensure that we treat our employees fairly. For this regular-level position, the salary range is between € 46,000-65,000 gross. Your seniority level (junior, regular, senior) will be evaluated during the interview process. The salary ranges for other seniority levels differ.
- **Flexible working hours.** □ We offer □ trust-based working hours as well as active breaks - □ play table tennis with your team, work out in our gym or go to our rooftop terrace to get some fresh air.
- **Hybrid Working Model.** □ We offer our colleagues the flexibility to choose between working from home and our modern offices in central Hamburg. With regular times planned together at the office during our □ [Office Days](#), we keep up our unique InnoGames spirit!
- **Creative processes.** Feel comfortable in an atmosphere that empowers creative thinking and strong results.
- **Team of specialists.** □ Shape the success story of InnoGames and be a part of our international team of professionals in a stable growing company and award-winning employer.
- **Team events.** □ Participate in regular team events (e.g., wine tasting, cooking, paintball), barbecue together on our rooftop terrace, and enjoy regular

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- **Relocation assistance.** If you are interested in relocating to Hamburg, we will help you relocate to Hamburg regarding all the needed resources.
- **English first.** Our company language is English, and we support all our employees and their partners with optional German lessons.

□

InnoGames is one of the leading German developers and publishers of mobile and browser games and a certified Great Place to Work®. The climate-neutral company based in Hamburg was founded in 2007 and is now part of Modern Times Group (MTG). Together with 350+ employees from over 40 nations, the company founders develop unique games that provide many years of fun for millions of players around the world. InnoGames is best known for Forge of Empires, Elvenar and Tribal Wars, but the company is continually expanding its now 10-game portfolio across platforms and genres. Most recently, InnoGames launched Heroes of History, a novel combination of city-building and hero-collection. Excited to start your journey with InnoGames and join our team as a Game Designer? We look forward to receiving your application as well as your salary expectations and earliest possible start date through our online application form. Junwei Song would be happy to answer any questions you may have.

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