



## **Sr. Game Designer**

Are you ready to be excited every morning for your day to begin? Arkadium employees share the common trait of loving their jobs. Why? Because they are surrounded by the smartest, most talented and fun professionals in gaming. At Arkadium we work hard and play hard and are looking for exceptional people to join us in our quest to become the most successful casual games company in the world. Those who join us get competitive salaries, 401k, medical and dental benefits, and a vibrant work environment replete with white boards, game nights and bake-offs. We're not a flash in the pan either. We've been around for 8 years and are proud to be one of the few in the industry who survived the economic crisis without a single layoff. Even better, we've built the business from the ground up on our own profits - we are not beholden to VCs, and we don't change our vision and products on a quarterly basis. When we're not making awesome games, we're laughing - all in the heart of the greatest city in the world.

Arkadium is seeking an outstanding, seasoned Sr. Game Designer to join our team. Our ideal candidate lives, breathes and eats games. You wake up each morning and go to bed each night thinking about games. You have great game ideas in your sleep that you need to write down as soon as you wake up. You will not rest until you've created the best game the world has ever played. Then you will immediately start planning the sequel.


## **Job Responsibilities**

- **Own the games you work on**

Not only will you be responsible for the quality and fun factor of the games you work on, you should want to have that responsibility. You will work directly with a team of artists, programmers, audio directors, and QA engineers to make fun, addictive games that satisfy Arkadium's business goals. You will not hesitate to make your opinions heard and will accept nothing less than the best from the team.

- **Build games that wow our existing clients and bring in new ones**

In addition to owning/designing games for our internal library, you will be responsible for game design on various client projects. This means participating in conference calls, face to face meetings, video conferences, email and IM sessions with both the client and the team (artists, programmers, project managers, etc.). You must be a clear, confident



communicator who has a knack for easily getting others to see the vision you have in your head. In addition, you will have the uncanny, almost prophetic ability to foresee problems before they actually exist.

- **Be visionary**

You will participate in weekly brainstorm sessions and have a talent for boiling many great ideas into a handful of clearly written, original game concepts that will be presented to the client. These ideas will range from the excellent to the revolutionary, all while adhering to budget, schedule and business goals.

- **Be left AND right-brained**

A great Sr. Game Designer will have in-depth knowledge of graphics/animation programs and game programming techniques. You will know the limits of the team both creatively and technically while having the desire to surpass them. You will be good at multi-tasking and wear many hats- you'll be a project manager, an art critic, a student, a teacher, an audio guru, a shoulder to cry on and a psychologist.

- **Be a team player**

You will be part of Arkadium's Game Design Team. You will look forward to weekly team meetings to review and critique all games in development including those you are not directly working on. You will take criticism well. You will laugh and cry with the team, and you will want nothing more than to share in the success of the great games that the company produces.

You will listen.

- **Know your stuff**

You'll have the ability to pinpoint base game mechanics within seconds of playing a game. You'll acquire intimate knowledge of Arkadium's game library, processes, and staff. You'll work with tools designed to make your job easier. You will design these tools. You will educate your coworkers on the principles of game design. You will help define and refine Arkadium's game development processes and methodologies.

You are sick of hidden object games but know why they're popular.

You understand why a "Facebook Connected, casual, asynchronous match-three tower defense game with microtransactions, customized avatars, and hard and soft currencies" would be a disaster, but you'd try to design a great game fitting those criteria just to accept the challenge.

You simultaneously hate buzzwords and know how to use them.






## **Other responsibilities include:**

- Mentor designers and developers across the company (NY and Ukraine offices) by advising on best practices
- Communicate with team members on Pipeline (internal) games, including those in Ukraine. Set goals, schedules, and send feedback on all builds.
- Occasionally travel to our Ukraine office
- Observe and analyze user testing, recommend design solutions.
- Proactively keep leads and managers advised of progress on scheduled tasks as well as identify and propose solutions to problems and/or inefficiencies.
- Drive or assist in prototyping, mechanics, pacing, usability, level ramp, story, meta-structure, aesthetics, and creative vision of all of the Company's games
- Write detailed design documentation for new internal and external game projects
- Submit great game ideas for our internal library
- Identify and share great games created by other developers
- Write game concept docs and specs
- Responsible for level design for games using custom editors or hand editing XML files.
- Suggest tools/editors that will make game/level design process more efficient.
- Lead classes/discussions with development team regarding game design
- Inspire the team

## **Knowledge / Experience**

Familiarity with all of the following:

- 3+ years as a game designer
  - Online Gaming, Casual Games, Multiplayer Games, Social Gaming
  - Flash, Photoshop, 3DS Max, Maya, etc. (working knowledge)
  - XML
  - Level editors
  - User-Generated Content
  - QA testing
  - Scheduling game milestones
  - Modularizing game content for easy reuse
  - Agile Development (a plus)
  - Project Management software
  - Externalized game content/easily re-skinable games
  - Casual game industry
  - Hardcore game industry
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## **Qualifications**

- You are brutally honest and candid, but have tact
- You will check your ego at the door
- You are intelligent, a quick thinker, witty, someone to learn from
- You are trusting, you don't micro-manage, you know when to step in and when to let the team do its thing
- Fluency in Russian a huge plus, but not a requirement

## **How to Apply**

If you are interested in this position, please send an email to [jobs@arkadium.com](mailto:jobs@arkadium.com) with "Sr. Game Designer" as the subject with your resume and a cover letter attached. Also, please include links to games you've designed.

