



<https://moonee.io/job/lead-game-designer/>

Lead Game Designer

Date posted

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Description

At Moonee, we're working hard to redesign the way mobile games are published today. We're seeking a qualified lead game design specialist to help us concept onboarding & fine tuning of new games. Our ideal candidate will be trusted to dive right in, take the lead, use initiative, and with a wide understanding with game design. Highly skilled at hyper-casual mechanics & trends. Has vast experience as a team leader.

Responsibilities

- Come up with new mechanics, test and improve on them
- Write clear documentation and sketch wireframes
- Research and analyze current trends and find ways to implement them in our games
- Work with analytics to improve current and upcoming game versions
- lead the team, both artists and developers, to execute on the design and achieve quantified success

Qualifications

- Leader
- +3 years experience in game design roles, on shipped games
- Deep understanding of casual games mechanics and experiences
- Passion for games, both as a designer and as a gamer
- The ability and knowledge to work with analytics and act upon them to improve the game
- Always looking to learn and improve