

Game designer	<u>Job 1</u>	<u>Job 2</u>	<u>Job 3</u>
Role	Deliver innovative and engaging designs within the mobile platform and ensuring a high standard of quality. Take a design from high concept and complete design brief, to final reference build.	Manage the design effort of the new and existing games. Work with product manager, developers and artists to oversee the implementation of new features and systems.	Working on both single and multiplayer experiences the successful candidate will become a key member of a creative group looking to shape the next wave of exciting triple-A first-person shooters.
Experience	+2 years in the mobile games industry, worked on at least 2 freemium games.	Experience in designing games with strong social component, system mechanics and/or UI design. They would also like a computer science/software development background.	Previous experience of building levels in a visual game design tool such as CryENGINE Sandbox and Prior knowledge of visual scripting (using CryENGINE Flow Graph, Kismet or similar) to define and develop gameplay logic.
Qualifications	No qualifications were listed but they would like the candidate to have knowledge of audio file formats and sound editing, artistic and animation techniques and graphics editing software. Familiarity with programming language basics, basic project management and associated software.	No qualifications were listed but they would like the candidate to have excellent mathematical and analytical skills, strong written and verbal communications skills, strong knowledge of game balancing and pacing and the ability to visualize and describe user experience.	No qualifications were listed but they would like the candidate to have an understanding of game design theory such as accessibility, pacing and balancing, be an outstanding team player with the ability to collaborate and communicate in a positive manner, a willingness to take design feedback when offered, work well under pressure to meet deadlines and have experience playing first-person shooters.
Salary	Salary is negotiable.	A salary was not specified.	A salary was not specified.
Type of contract	Type of contract not specified.	Type of contract not specified.	Type of contract not specified.
Company name	Superhippo games	Nordeus	Crytek
Location	They are located in Dublin, Ireland	They have people working in Belgrade, San Francisco, Dublin and Skopje but are based in Belgrade.	Their main headquarters is in Germany but the job is from their headquarters in Nottingham.
Product	They create games for the mobile platform.	So far they have made one game called top eleven. It is an online football management game for Facebook. It is very popular with millions of people playing it.	Crytek makes many high-end games that have received many awards. They mostly make what is known as AAA games.
Size	They are a small company but they seem ambitious. They have a team of 40 but they believe the future is mobile and that they intend to lead the way.	Nordeus is a relatively new company, it was founded in 2010, has 75 employees and has only one game but the game it is very popular.	Crytek are a huge company that have countless awards and they have strong business partners such as EA, Microsoft game studios, Amazon, Apple, etc.