

## Job Description: Lead Game Designer

Contributed by Khal Shariff  
Saturday, 09 February 2008  
Last Updated Saturday, 09 February 2008

HIRED

-Lead Game Designer -

Project Whitecard is seeking a talented, experienced Game Designer to lead our internal design team. A focus on communication, organization, iteration and polish are all critical attributes for our ideal candidate. Prior experience leading a team of designers and a demonstrable portfolio of game/level design across different genres are requirements for this position. If you can deconstruct reflex; if you can engineer adrenaline; if you can architect fun - we want to speak with you.

Responsibilities:

- Lead internal Project Whitecard design team from pre-production phase to final testing
- Conceive, design, and pitch original intellectual properties
- Write and update game design documentation
- Provide both high-level game design direction and hands-on level design instruction
- Task, schedule and review design team's output
- 

Collaborate with art and programming teams to support the game design.MORE

Qualifications:

- 3+ years of video game industry experience as a lead/senior Game Designer.
- 2+ Complete product cycles from concept to ship
- Strong knowledge of basic game design and level design theory/rules.
- Strong understanding of 3D game space and level flow.
- Reliable scheduling/time management skills
- Two to four year degree or diploma, or equivalent experience
- Ability to learn new tools and workflows with minimal supervision
- Excellent organizational, analytical, interpersonal, and communication skills
- Proficiency with MS Word, Excel
- Working knowledge of 3DS Max/Maya and Photoshop
- 

Passion for Video Games!

Preference to applicants with:

- Experience with level editors such as Unreal Editor, Hammer editor, etc
- Unreal Engine 3.0 experience
- Game programming or scripting experience
- Rapid prototyping experience
- Strong math skills
- 

Outside interests!