

## **JOB DESCRIPTION**

### **Senior Game Designer (Content)**

#### **GENERAL DETAILS**

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**Last Updated:** October 14th, 2009  
**Location:** Quebec City, QC Canada  
**Manager:** Creative Director, Producer

#### **JOB PURPOSE**

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You are looking for an exciting new experience? You have enough experience to share and become a key member of your team? Are you up for the challenge?

We are currently looking for an experienced game designer. The ideal applicant has shipped two titles or more and has at least three years of experience as a game designer in the videogame industry. This is a fast-paced, highly entrepreneurial and collaborative environment, and our ideal candidate has previous experience creating engaging and dynamic content.

#### **MAIN DUTIES**

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- Take ownership of the game's level based content.
- Conceptualize, communicate and author levels with your team.
- Proactively seek to drive and improve content creation pipelines.
- Ensure quality and consistency throughout the game levels.
- Take part in focus testing and analysis of data.

#### **PRINCIPLE RESPONSIBILITIES (GENERAL)**

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- Aggressively maintain an active knowledge base of leading trends in the video game industry, through diligent research.
- Mentor more junior members of the design team.
- Demonstrate a constant passion for moving the game industry forward creatively.
- Communicate effectively with various departments to aid in the development and production of all projects assigned to them.
- Analyze game design and implementation issues and solve problems with logic and creativity.
- Quickly develop familiarity with a variety of implementation tools, level editors and scripting languages.
- Maintain all development and documentation deadlines as assigned by the Producers and Creative Director.

## **REQUIREMENTS**

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- Minimum of three years experience in the game industry
- Design experience on two or more shipped titles on consoles as a level designer.
- Experience with managing others and mentoring juniors.
- Expansive knowledge of video games leading to creation of compelling gameplays
- Excellent documentation, verbal, written, and organizational skills
- Ability to write scripts to manage game events
- Knowledge of SCRUM/Agile methodology a plus

## **SOCIAL ADVANTAGES AND WORK CONDITIONS**

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- Competitive basic wage rate
- Collective benefit plan including full family coverage for medical, dental and optometric care
- Relocation packages offered to candidates from outside the city or country. (We take care of Visa procedures if you're not Canadian!)
- Flexible vacation and statutory holidays
- One week paid vacation between Christmas and New Year's
- The position is 40 hours a week - Monday through Friday, on site.

## **TO APPLY**

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To apply, please send the following to: [emplois@longtailstudios.com](mailto:emplois@longtailstudios.com):

- Cover letter
- Current CV / Resume
- Please reference the job title **Game Designer** in the subject line of your email.