

Lead Game Designer

Last Updated: October 2010

Location: Halifax

Manager: Creative Director

Job Description

Are you looking for an exciting new experience in a growing company? Do you have the experience and leadership to elevate those around you? Do you have a passion for executing on the best player experiences possible?

We are currently looking for an experienced lead game designer to take the reins of the our next project and lead the design team in creating compelling player experiences with broad, mainstream appeal. The ideal applicant has shipped two or more titles in a lead position and has at least five 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 a great knowledge of market trends, game engines, level editors, production pipelines and software solutions.

The applicant will be responsible for leading a design team in creating, documenting, communicating and balancing game design concepts and mechanics. He / she must exhibit strong mentoring and management abilities and will share responsibility for the growth and development of all design talent in the studio, both creative and technical. The Lead Game Designer is expected to lead by example, elevate the quality level of those around him / her, and display a passion for executing on a unified team vision for every project in the studio.

Principle Responsibilities

- Work with the Creative Director to lead and manage a design team in fulfilling a project's vision from high concept to production.
 - Maintain all development and documentation deadlines as assigned by his / her Producer.
 - Aggressively maintain an active knowledge base of leading trends in the video game industry through diligent benchmarking. Demonstrate a constant passion for moving the game industry forward creatively.
 - Communicate effectively with all other departments to aid in the development and production of all projects assigned to them.
 - Create and produce gameplay content including level layout & design. Analyze game design and implementation issues and solve problems with logic and creativity.
 - Quickly develop a familiarity with a variety of implementation tools, level editors and scripting languages.
 - Receive and give constructive criticism effectively.
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Job Requirements

- Minimum five years design experience in the games industry.

- Design experience on two or more shipped titles as Lead designer, preferably on next-gen consoles.
 - Handle technical aspects of game design such as pipeline concerns and integration.
 - Expansive knowledge of both core and casual game experiences.
 - Excellent documentation, verbal, written and organizational skills.
 - Experience with XBOX 360 Kinect and / or PS3 Move a plus
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Social advantages and work conditions

- Competitive salary scale
 - Comprehensive benefit plan including full family coverage for medical, dental and optometric care
 - 100% Stress free relocation packages. (Let us worry about it all)
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Working in Halifax

Halifax has an exceptional quality of living at an affordable cost. Located right downtown and minutes away from the harbor and its sights, Longtail Studios is right in the heart of Halifax.

Tons of nightlife surrounds the Studio and you'll never have to go far to find great time with great people. A few blocks down and you'll be at the historic harbor front where you can see all types of ships and vessels, from military, to yachts to cruise ships as well as more amazing shops and restaurants - and talk about great seafood!

Halifax is an awesome little city that thinks big. It has everything you want in a larger city but all the local flavor of a smaller one. We hope to see you here soon!

Please submit the following directly to: seniorjobs@longtailstudios.com

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