

## Senior Game Designer

**Last Updated:** October, 2010  
**Location:** Halifax  
**Manager:** Design Director

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### Job Description

Do you have the experience and leadership to elevate those around you? Do you have the drive necessary to create the next amazing player experiences? Are you looking for an exciting new experience in a growing company?

We are currently looking for an experienced game designer to join our fast growing team of game developers in our Halifax Studio. The ideal applicant has shipped two titles or more and has at least four years of experience as a designer in the games industry. This is a fast-paced, highly entrepreneurial and collaborative environment, and our ideal candidate has a great knowledge of game engines, level editors, pipeline concerns and mechanic systems.

The applicant will also be responsible for creating, documenting, communicating game design concepts as well as defining and balancing mechanics. The applicant will serve as a mentor and will be a technical reference for other team members.

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### Principle Responsibilities

- Work with design team in fulfilling a project's vision from high concept to production.
  - Maintain all development and documentation tasks as assigned by the Producer and / or Lead Game Designer.
  - Meet deadlines and manage tasks efficiently.
  - 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 various 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 4 years design experience in the games industry.
- Design experience on two or more shipped titles on next-gen consoles, preferably as Lead / Senior designer.
- At least one year relevant management experience.
- Handle technical aspects of game design such as pipeline concerns and system mechanics.
- Expansive knowledge of core and casual game experiences.

- Excellent documentation, verbal, written, and organizational skills.

### **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. So, are you dropping by soon?

Take the chance and apply for the job today!

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Please submit the following directly to: [seniorjobs@longtailstudios.com](mailto:seniorjobs@longtailstudios.com)

- Cover letter
- Current CV / Resume
- Portfolio in one or more of the following formats: URL or website; zip file of samples or CD portfolio
- Please reference the job title **Senior Game Designer - HALIFAX** in the subject line of your email.