Senior Game Designer – *MATERNITY COVER 9-12 months*

About us

At Roll7, we create exciting and critically acclaimed video games - including the BAFTA-winning OlliOlli franchise. Innovation, freedom, and a real sense of fun are at the heart of everything we do, from creating award-winning original IPs to the everyday business of running our unique distributed workplace set-up.

Being a distributed studio – the majority of our employees work from home nine days out of ten - allows us to offer a high degree of freedom and autonomy to our motivated and creative staff. Everyone at Roll7 can work in a way that allows them to balance impressive workplace achievements with their own responsibilities at home.

Fortnightly meetups in our London office, combined with a robust online communication system, mean that we still retain all the positives of a welcoming and friendly office environment - without the downsides of a long and expensive commute. After all, most of us would rather be at home with our families and pets (or our game consoles) than crammed onto an overcrowded commuter train or stuck in traffic.

We love to give every employee a chance to play and contribute to the games we make, we love giving people the freedom to pursue their own path to success, and we hate crunch.

Check out our website for a complete list of staff benefits and more details on our company culture.

Role

We are looking for an experienced and versatile Senior Game Designer to work with us on an exciting new IP.

Salary: Competitive DOE

Email Applications To: jobs@roll7.co.uk

Responsibilities

- Collaborate with designers, artists and programmers to create fun, innovative, and intuitive game mechanics

- Create fully understandable and intuitive gameplay systems, along with moment to moment gameplay elements to keep the game feeling tight, fun, and cohesive

- Writing detailed design documentation, and working closely with other disciplines to get your work implemented

- Trouble shoot design and gameplay issues from a creative standpoint

- Use player-feedback and design direction to hone the gameplay experience

Skills Experience and Qualifications

- 5+ years' experience

- 2 or more shipped titles

- Excellent written and verbal communication skills

- Great proven understanding of the Unity Engine

- Excellent understanding of scripting and game logic

- A proven ability to breakdown system design goals into individual components

- An understanding of learning curves, pacing, and player motivations

- An ability to propose creative solutions to complex game design problems

- An in-depth knowledge of current games and gaming trends

- The self-driven and ambitious approach to development that remote work needs

- A creative outlook that allows you to use game mechanics in a multitude of ways

- The ability to spot problems within systems, and the drive to produce well thought out solutions

- Able to take a gameplay concept through its full development cycle, starting at concept all the way through to implementation and playtesting

- Able to iterate on your mechanics and systems with feedback from both yourself and others

- A thorough understanding of how all types of players, from new to experienced, will play the game – and the ability to build for all

- The ability to communicate your ideas, concepts and mechanics to a wide variety of audiences, both technical and non-technical

- Able to work with and mentor junior designers, as needed

- A passion for making great games

Good to know

Equal opportunities

At Roll7, our team is at the heart of everything we do, and it matters to us that everyone feels comfortable and valued at work. We are an equal opportunities employer, and we have a keen commitment to fostering a diverse and inclusive environment where all of our employees are accepted and valued as part of the team. We hire based on talent and suitability for the role - regardless of race,

national origin, ancestry, sex, gender identity or expression, sexual orientation, age, religion, pregnancy, marital status or veteran status.

As a [#RaiseTheGame](#) pledge partner, we are deeply committed to creating an inclusive work environment that actively encourages applications from diverse backgrounds and perspectives across BAME, LGBTQIA+ and Disabled applicants.

Remote work

Roll7 is a remote studio, and this role requires the applicant to undertake the vast majority of their work at home (nine out of ten days). Appropriate equipment, dev kits and software licenses will be supplied as required. One day a fortnight we work from central London as a team, and **applications are welcome from all over the UK and EU so long as you can travel to London once every 6 weeks.**