# Prototype Designer - Remote Role

**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 remote workplace set-up.

Being a remote studio - the majority of our employees worked from home nine days out of ten even prior to Covid-19 - 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.

Our robust online communication system, combined with fortnightly meet-ups in our London office (currently on hold due to Covid-19) 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*](https://www.roll7.co.uk/jobs) *for a complete list of staff benefits and more details on our company culture.*

**About you**

Reporting to our Creative Director, as a Prototype Designer you will work directly with our Prototype Programmer and part time resources (as required) to deliver high level prototypes of our new IPs. You will be confident in all aspects of the design process - everything from developing mechanics, to balance and level design. While you should be confident and experienced in managing and working with others, you’ll also be self-sufficient designer with a “can do” attitude, able to jump on and build things in engine, implement features with a programmer, and work in a small team to develop something great. You have substantial experience in working with Unity.

Our prototypes are often only greybox, or placeholder assets, but you’ll have a solid understanding of how to polish a limited set of assets to optimise game-feel and juice.

**Salary:** Competitive DOE

**Application Deadline:** 15/08/2020

**Email Applications To:** jobs@roll7.co.uk

**Responsibilities**

* Oversee the creation and implementation of solid, pitch-able prototypes
* Work with a programmer to develop features and systems - both on paper and in engine
* Design levels that show off the game’s features
* Build test areas to demonstrate features and coalesce them into a greybox demo
* Collate team feedback and review the build accordingly
* Consult and collaborate with other departments to polish prototypes as you work
* Work with the creative director to develop the high-level concept, pitch docs and other secondary assets
* You’ll identify which features need to be proved out in an early prototype and which can be paper designs until pre-production

**Experience**

* Have worked on 3D games in unity
* Have worked in small teams
* Broad skillset
* Have a portfolio of games/demos/prototypes where a considerable chunk of the work is yours
* Excellent knowledge of the Unity engine

**Skills**

* Ability to break down system design goals into individual components
* Ability to present ideas to wide variety of audiences - both technical and non-technical - in a succinct manner
* Able to pitch a concept internally, and understand how to talk about that concept to stakeholders
* Able to take onboard critical feedback from a variety of sources and implement solutions where needed
* Confident in working autonomously
* Work quickly and meticulously
* Ok with failing, cutting ideas and pivoting an idea in order to get to the best possible route
* Excellent written and verbal communication

**A note from our Creative Director.**

Our prototype team is really small and really agile. We work quickly and effectively and we get stuff done! We’re ok with failing and getting things wrong as long as we’re learning and overall working towards a great prototype. With this role, we’re very much looking for someone who understands how to get to an idea quickly, and then polish that idea with limited resource.

I would rather see an application from someone with 20 little semi-finished prototypes of great ideas, than a single game that took 5 years to finish.

**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.

**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, therefore **applicants MUST be based in the UK.**