GRADUATE – GAME DESIGN

LOCATION: Level 2, 44 Pirie Street, Adelaide, 5000

SALARY: $50,000

JOB SUMMARY: To complete the general requirements of the Mighty Kingdom Graduate Program.
As a graduate Game Designer, you will be assisting in designing free to play systems and game economies to provide a challenging experience to the player, as well as revenue earning outcomes.

RESPONSIBILITIES:
- Attending core presentations as scheduled by team members and mentors.
- Completing all tasks set out by program mentors.
- Attending all assessment/1on1 meetings as scheduled by your mentors or production team.
- Working with project leads and team members to effectively act on brief and take/give constructive critique.
- Creating and iterating on aspects of games to support the Product's goals.
- Making timely decisions on gameplay and metagame design.
- Adapting quickly to different requirements of unique genres and audiences
- Understanding emerging trends in mobile games and apply them to new products.
- Understanding of a variety of mobile monetisation models in order to effectively create revenue earning content.
- To be able to self reflect and improve on design decision, taking customer analytics data and making adjustments to help improve retention.

PROGRAMS TO KNOW:
- Unity Game Engine
- Visual Studio
- Sourcetree/Github
- Google Drive Suite (Docs, Sheets, Slides)
- Photoshop

Mighty Kingdom

LEARNING OUTCOMES:

- Develop engaging content.
- Proficiency at identifying and supporting gameplay needs and constraints.
- Proficiency within the Unity Engine to implement game designs and balancing.
- Experience using Git version control.
- Proficiency in Microsoft Office (or equivalent).
- Basic scripting ability or competency in a programming language.
- Outstanding communication and collaboration skills.
- An aptitude for learning new technology, level editors, scripting languages, engines, and systems; especially industry-standard content creation tools.
- Ability to meet the large and regularly recurring content demands of a live Free to Play game.
- Excellent understanding of mobile game markets and trends.
- Excellent understanding of Mobile game mechanics and metagame design.
- Experience designing free to play game economies.
- Experience designing Free to Play game systems.

ADDITIONAL SKILLS: *Working on your own*

- Thinking Creatively – Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Updating and Using Relevant Knowledge – Keeping up-to-date technically and applying new knowledge to your job. Be prepared to research, your market, other games, ways to do things, economies, etc.
- Making Informed Decisions and Solving Problems – Analysing information and evaluating results to choose the best solution and solve problems.
- Getting Information – Clearly interpreting direction from multiple sources and observing how information is disseminated within the team. Receiving and deciphering feedback in a constructive manner and being willing to ask questions when policy or procedure is not understood.
- Organising, Planning, and Prioritising Work – Developing specific goals and plans to prioritise, organise, and accomplish your highest standard of work.
- Demonstrate enthusiasm and drive when performing job functions, while remaining flexible in undertaking other activities and responsibilities that may arise. Be a self-starter who takes the initiative and seeks out tasks.

Working in a team

- Developing and Building Teams – Encouraging and building mutual trust, respect, and cooperation among team members. Developing and maintaining constructive and cooperative working relationships with others.
- Understand your core skills and your secondary skills – lean on others to fill in the gaps in your skill set try to grow your core skills and add more secondary skills.
- Coaching and Developing Others – Identifying the developmental needs of others and coaching, mentoring, or otherwise helping others to improve their knowledge or skills.
- Collaboration – seeking out opportunities to contribute to the team by exploring ideas with the team to get buy-in and get better outcomes.
- Be ready to work on anything and be prepared to be versatile.

Working with third party providers, clients & understanding your players

- Be ready to listen to your players and use that information to guide your decisions
- Be keen to talk to partners about product – clear, succinct, open-minded, friendly, and always accountable and honest.
- Commercial mindset – Focus on the customer and try to make informed choices on their behalf.