



GAME DESIGNER

Batfields is partnered with CI Games to create an awesome new open-world survival game in Unreal Engine 5. Mixing classic survival gameplay with a unique twist, we're looking for a Games Designer to design and balance exciting, fun mechanics that bring the world to life.

Responsibilities:

- Actively participate in the creation and development of the game design by supporting the Creative Director
- Designing fun and exciting game and combat mechanics, balancing difficulty, and managing the user experience and interaction that reflect the game's vision.
- Design and balancing of parameters to ensure basic game elements are fun (enemy behaviours, weapon stats, character abilities, items and upgrade tiers)
- Work with Level designers to create the best possible experience of game mechanics.
- Maintain formal design documentation and tools for the project, providing clear and structured project documents.
- Share best practices and workflows with junior members of staff, mentoring and offering advice / feedback where necessary.
- Ensure that the elements developed by the team will contribute to player satisfaction and enjoyment.
- Anticipating, identifying, and articulating problem areas and developing preventative solutions.
- Work with the production team to ensure timely delivery of work and team's adherence to the agreed schedule.

Essential Skills and Experience

- Min. 2 years of games design experience and ideally at least one shipped title.
- Experience with First person or Third person games in the survival, action and adventure genres. (Mod creation also considered, please provide a portfolio link)
- Strong problem-solving abilities and excellent knowledge of gameplay mechanics and games features.
- Familiarity with Unreal Engine 4 or 5, experience with Gameplay Ability System and creation of Blueprints.
- Experience of the 3 C's character, controls and camera.
- A great knowledge of games and an excellent understanding of what makes them work.
- Excellent communication, interpersonal, and organisational skills.
- Open and creative mind, with the ability to work well under pressure and with deadlines.

Bonus Skills

- Experience with technical design creating systems for programmers to implement.
- Experience with spreadsheet modelling and balancing.
- Experience with Office Software Packages (e.g. Photoshop, Google sheets, excel, word, google slides)



We offer:

- Competitive salary; performance bonuses and career progression
- Fully remote, with flexible work hours and a permanent contract
- Relaxed, non-corporate work environment. Collaborate with people from all over the world!
- Employee benefits include company events and 23 days annual leave (+ bank holidays)

Interested in working with us? Send your CV/portfolio to jobs@batfields.com now!