

# SMOKING GUN™

## INTERACTIVE

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### Designer – Senior

Smoking Gun Interactive is looking for a **Senior Game Designer** who is an expert in the areas of level design and feature design. This individual will work closely with the Lead Designer to maintain the Creative Director's vision and effectively implement it into the game. They will produce and oversee content creation of exceptional quality. They will have experience designing, creating and implementing features and levels that are taken from prototype to production – ideally having extensive experience using the Unreal 3 engine. Given the range of experience needed, they are expected to be self-driven problem solvers that take initiative and collaborate with others to find solutions.

Within the team, the Senior Game Designer will be asked to lead areas of design and work with their art and engineering partners to ensure they execute at a high level of quality. They will be expected to understand high level concepts and aid in breaking them down into design action items. Their experience in games will be relied on to help plan milestones, deliver them within the established timelines and lead the team through any problems that may occur. Additionally they will act as a core member of the design team mentoring junior designers and sharing their knowledge as broadly as possible.

#### Responsibilities:

- Collaborate with the Lead Designer to deliver on the creative vision for the project
- Produces exceptional-quality game assets within expected time of delivery
- Collaborate with art and programming disciplines in achieving project goals
- Maintain high proficiency in workflows and pipelines, collaborating to improve efficiency & efficacy
- Provide leadership to a small design group in creating AAA-quality gameplay, monitoring quality of work being produced to maintain high quality standards
- Help present the game to the team, partners or external audiences
- Mentor and share knowledge in the skills development of the design team
- Assist in review and risk-management of milestone and project goals
- Assist in hiring & training additional members of the design team

#### Position Qualifications:

- 5+ years experience as a game designer
- Shipped at least 2 games as a level designer, game designer or senior game designer
- Shipped at least 1 game using the UE3 editor
- Experienced with the UE3 game editor
- Experience with game scripting systems such as Lua, Python or Kismet
- Experienced with Word, Excel, Photoshop
- Excellent verbal and written communication skills, able to communicate ideas clearly
- Ability to accept and provide direction, work well under pressure, and handle multiple tasks
- Exceptional creativity and willingness to push the envelope and innovate within parameters of the game
- Passionate about gaming and striving to improve the quality of games
- Self-driven, taking initiative when needed
- Strong organizational skills
- Positive attitude and a great team-player
- Multi-platform console development experience preferred

#### Assets:

- Experience with consoles
- Experience with Xbox 360 Kinect
- Mobile development experience (iOS, Android & WP7)