

SMOKING GUN™

INTERACTIVE

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Designer – Junior

Smoking Gun Interactive is looking for a **Junior Game Designer** to join us in creating a new and exciting, unannounced game! This person must have experience in level design and feature design. This individual will work closely with the Sr. Designers to execute on designs and implement them in the game. They will produce content creation of exceptional quality and are expected to support the Sr. members in a number of different areas as the game moves through production. A candidate must have Unreal 3 experience and be comfortable scripting events in levels and placing geometry. They must also be comfortable writing documentation and working with team members to execute them in-game.

Responsibilities:

- Help evangelize and communicate the design vision to the team
- Place geometry in levels using Unreal 3
- Script events in levels using Unreal 3
- Write feature designs that are clear and concise and executable by team members
- Collaborate with art and programming disciplines in achieving design goals for features that they are responsible for
- Maintain a high level of quality in all aspects of their work
- Help liaison between the design team and QA

Position Qualifications:

- 1 - 2 years experience as a game designer (*Or equivalent schooling*)
- Worked on at least 1 game using the UE3 editor (*School term projects are acceptable*)
- Experience with game scripting systems such as Lua, Python or Kismet
- Experienced with Word, Excel, Photoshop & Visio
- Excellent verbal and written communication skills, able to communicate ideas clearly
- 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

Assets:

- Familiar with XBOX 360 & Kinect
- Familiar with mobile platforms