

## **We are looking for a Game Designer (m/f/d)!**

We are [Salmi Games](#), an independent game studio located in Munich, Germany. We are working on a VR co-op looter Shooter (as a spiritual follow-up to [Sweet Surrender](#)). We are looking for an experienced Game Designer to join our team.

You would be working closely within a small team of experienced developers to flesh out the core design and balance of the game, drive the overall vision and build engaging levels.

We are looking for someone with multi-year experience. We encourage candidates from all backgrounds to apply. Diverse voices make our studio better.

**Start Date:** Q1 2024

### **Your tasks:**

- Take ownership of core game features, from initial designs to final implementation
- Work closely with our producer, programmers and artists to oversee implementation of designs and concepts
- Design and produce the game's levels
- Participate in testing to iterate, balance and tune gameplay features.
- Prototype new gameplay ideas
- Research and identify ideas and trends in other games that can strengthen our design
- Create and maintain designs and game concepts

### **Your profile:**

- Extensive Experience with the Unity Engine. You feel at home with it
- Proven Experience in level design, presenting a space, making it interesting both visually and for gameplay
- At least one of the following:
  - Experience in VR
  - Experience with Shooters
- Able to communicate well in English (written and verbal)
- Excellent people skills and a kind approach to working with others
- Proactive approach to identifying and solving problems
- Munich-based, on-site (remote possible after probation)

### **What we offer:**

- Fair wages
- Mentorship and guidance
- Balanced quality of life (no overtime)
- A positive and welcoming work environment
- Remote-friendly culture

**To apply, please send an e-mail to [contact@salmi.de](mailto:contact@salmi.de) with:**

- Your CV
- Your portfolio or examples of your work
- A short paragraph in English about why you'd be a good fit

**Our process:**

- We will let you know if you've made it to stage 2 or not (within 2 weeks)
- Stage 2 is a video call with 1-2 people from the team to better understand your experience, personal goals and what you could bring to the company
- Stage 3 will be a deeper, more technical discussion with further members of the team
- Finally either an offer will be made or feedback will be shared

**Our culture:**

We are an open, friendly team that welcomes people from all cultures and backgrounds. Our values are built around respect, openness, honesty, responsibility, fairness and always challenging ourselves.

We have a remote-friendly environment while still having an office (in Munich). We generally encourage new joiners to come more often to the office. For this designer position, we feel it's essential to be able to work in the office the first few months, but for exceptional candidates we are more flexible.