



Technical Designer

Job Purpose

As part of a multidisciplinary production team, develop and maintain gameplay ingredients, systems and pipelines to create game features and content within the scope of a project. Support other disciplines by bridging the gap between engineering and design. Constantly seek to improve production efficiency and product quality.

Responsibilities

- Prototype the technical elements of game features;
- Keep up to date with and share the project's technical constraints;
- Keep up to date with game design, assess game features and highlight risks;
- Help maintain a balance between the creative vision for the project and the technical constraints;
- Champion best practices, guidelines and standards;
- Follow and champion the project metrics;
- Review and validate content to ensure that it meets technical standards conforms to metrics and best practices, communicate issues to designers;
- Collaborate with others to develop innovative content, features and tools;
- Document and communicate changes to affected stakeholders;
- Assess tools and pipelines, identify risks and highlight systemic improvements;
- Validate new features and tools for deployment to the rest of the team;
- Contribute to documentation and present training sessions on the tools and methods used on the project;
- Debug and implement reliable solutions to issues;
- Provide technical support on the tools and engines to the team
- Any other support as required.

Skills and Knowledge

- Visual scripting or coding in at least one language;

- Curiosity and drive to understand how things work;
- Solid analytical and problem-solving skills;
- Ability to understand and communicate in technical language;
- Ability to clearly express and present ideas;
- Knowledge of industry standard technologies and workflows.

Relevant Experience

- Development experience in a design or technical role with involvement in a published product a plus;
- Bachelor's degree in game-design, programming or equivalent industry experience;
- Experience with 3D engines (Such as Unity, Unreal, CryEngine etc.);
- Training or experience in programming is an asset.