Senior Vehicle Handling Designer

Job Purpose

Play a crucial role in the implementation of key vehicle systems with respect to the creative direction and technical constraints of the project.

Responsibilities

- Responsible for design and implementation of vehicle handling.
- Help define the correct balance of handling style and difficulty for the project.
- Effectively communicate and collaborate with key stakeholders to confirm task direction and consistency of work.
- Define, create, and maintain game design documents as required.
- Collaborate with the user research lab and QC teams regarding playtests of prototypes and implement feedback into work.
- Efficiently communicate and support messages from studio management.
- Set and share best practices, production pipelines and workflows within the group.
- Be a reference for the team and the studio in relation to vehicle handling design and find solutions to complex issues which arise.
- Plan, estimate and prioritise time frames for the competition of day-to-day tasks and track progress using the designated tools.
- Contribute to the handling, gameplay, and mechanics setup.
- Prioritise and meet deadlines, document, and communicate progress, participate in design meetings.
- Assist the Lead Game Designer in any other ad hoc duties as required.

Skills and Knowledge

- Passion, knowledge and a strong interest in a wide range of video games, especially driving genre.

- An active interest in real world vehicles and motorsports, and the behaviour and performance of vehicles.
- Ability to translate vehicle performance designs into practical computer simulation implementations.
- Strong interpersonal and communication skills.
- Good knowledge of Microsoft Office applications.
- Familiarity with data management software (such as Perforce).
- Demonstrated ability to effectively document original ideas and concepts.
- Task driven, good time management and problem-solving skills, as well as strong analysis and communication.

Relevant Experience
- Bachelor's degree in games design or other relevant training.
- Experience as a game designer or other relevant experience.
- Has shipped at least 1 game in a similar role, preferably full cycle on a 'AAA' console title (Nice to have).