



JUNIOR MONETISATION DESIGNER

Job Purpose

The main goal of Monetisation design is to improve player engagement, retention and enhance the lifespan of the product.

The Junior Monetisation Designer assists in the creation and crafting of the Monetisation strategy and supporting features, while ensuring the Monetisation strategy is smoothly and timely executed and that the team maintains a good level of awareness of key monetisation KPIs.

Role Responsibilities

- Work as a key part of an agile design team, taking responsibility for the design of monetization strategy and features aligned with the creative, game, and monetisation directions, under the supervision of a lead or Senior designer;
- Formalise and document the design in order to communicate them to the project teams;
- Develop a thorough understanding of best practices, production pipelines and workflows;
- Communicate and collaborate with key stakeholders to confirm task direction and consistency of work in line with the defined quality standards for the project;
- Participate in the development, implementation, creation and reviewing of the cosmetic assets together with the team;
- Throughout production, make necessary changes to monetisation strategy/assets, allowing for constant and iterative support of the gameplay in order to achieve the desired player experience;
- Assume design responsibilities as required;

Desired/ Recommended Skills and Knowledge

- Strong analytical and math skills
- Understanding player psychology/player motivation;

- An understanding of the most up to date monetisation methods
- Willingness to learn and grow;
- Strong skills in Excel, Word and PowerPoint;
- Good communication and interpersonal skills;
- Good analytical and problem solving skills;
- Adaptability and proactivity;
- Good organisation skills and attention to detail;
- Knowledge of game design is a plus.

Relevant Experience

- An undergraduate degree in Business, Finance, Marketing, Economics or Game Design, or equivalent experience;