



JUNIOR ECONOMY DESIGNER

Job Purpose

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

The Junior Economy Designer assists in the creation and crafting of the economic systems and supporting features, plus provide data-backed recommendations on design, balance, and pricing.

Role Responsibilities

- Work as a key part of an agile design team, taking responsibility for the design of flexible economy systems and features (progression & reward structures, currencies, sinks & sources etc.) aligned with the creative, game, and monetization 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, and debugging of specific features and assets.
- Throughout production, make necessary changes to the design arising from feedback, 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.

- 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 Game Design, Economics, Finance, Mathematics, or equivalent experience.