

Game Designer

Dec. 09, 2009 - Mar. 09, 2010

Location:	Las Vegas, NV
Exempt/Non-Exempt:	Exempt
Benefits:	Please see Benefit Page
Employment Type:	Full Time
Department:	Research & Development (Slots)
Description:	<ul style="list-style-type: none">• The Games Designer manages the game design and the development process for one or more games on a project basis from concept through approval. This includes serving as a primary driving force behind designing innovative gaming concepts.
Duties:	<ul style="list-style-type: none">Creates the creative, technical and commercial goals of game production based off of corporate directives.• Establishes the game content, oversees graphics, determines math specs, sound and other technical components of existing or new game development and reports to senior manager any discrepancies or problems requiring resolution.• Maintains creative direction as expressed in the functional spec/game proposal, including the creation of storyboards, generation of game flow, detailed task schedules, utilizing Windows based PCs and MS Office.• Creates production timelines and coordinates anticipated staffing schedules with other scheduled resources.<ul style="list-style-type: none">• Determines production team leaders, defines project requirements and determines resources.• Provides all resource materials as needed to produce game.• Coordinates marketing strategies and assigns project tasks and establishes internal progress reviews.• Maintains time and materials costs and records, and prepares relevant game information for presentation needs, executive review, testing and compliance requirements.• Formulates sign off schedule of completed game components and establishes final review and game testing procedures.<ul style="list-style-type: none">• Provides revision cycle timelines and schedules.• Organizes and documents progress benchmarks and implements project data archive and material and record preservation.<ul style="list-style-type: none">• Facilitates the distribution of approved material and files to support product release.• Complies with the company's regulatory guidelines and corporate policies at all times.<ul style="list-style-type: none">• Maintains confidentiality regarding the company, products and employee information
Qualifications:	Bachelor's degree in Graphics, Mathematics, Engineering, or related field or equivalent experience. Requires five to eight years of experience working with game designers and developers, with three to five years of related experience in the field of game production as a game producer or product manager in the gaming industry and three to five years of creative and supervisory

experience leading technical teams.