



Game Designer

Internship - 4 to 6 month - Full time

Hi there!

We are Sunnyside Games, a game development company based in Lausanne, Switzerland. We are dedicated to the creation and development of concept-driven games with a particular emphasis on the visual dimension of our games.

If you want to learn more about the team check out this video:

<https://www.youtube.com/watch?v=QQUyJ51NTZw>

You can also follow us on: [Instagram](#) & [Twitter \(@SunnysideGames\)](#)

Position description

Our team is growing and we are looking to hire a game designer to join us on our upcoming productions. As a GD you will be working in a dynamic and dedicated game team, where your talent, expertise and flair for what makes a great game, will be put to good use.

Tasks

- Help fine-tune game balancing, pacing and feeling
- Pitch and implement new game ideas and features to the teams
- Get involved in all aspects of game development (UX, level design, specification, game design, narration, QA...)
- Benchmark the mobile game market to stay on top of new trends
- Understand models and tools to analyze game play and user behavior

We are looking for

- Degree in Game Design preferred
- Self-motivated and good interpersonal skills
- Positive attitude and an ability to receive feedback
- Ability to conceptualize, prototype, iterate and balance features
- Strong design mentality and intuition for game mechanics and game flow
- Avid mobile gamer

We offer

- Great work environment
- Flexible working hours
- Office located right in the middle of the vibrant city center of Lausanne
- Personal mentoring

Application

You can apply by completing our application form available at this address:

<https://goo.gl/forms/BUWbTpbjx7MJ5HLg1>