Project Description:

The Digital Abacus is a research and development project exploring mathematical video games. We believe that new ways of thinking about and representing numbers can radically transform math learning, and that video games offer an unparalleled context for the joyful exploration of these alternatives. See this document for background and game examples.

Job Title:

Game Designer/Programmer

Job description:

We are looking for a full-time game designer to collaborate with our core team of educators to design and implement a gray-box game prototype. The designer will help craft a vision and voice for the project in collaboration with our team, and will have extensive input on design, direction and game feel. We seeking a game designer who is:

- **Interested in mathematics:** This is an educational game project and we are looking for designers who are passionate about mathematics and interested in exploring how to bring mathematical concepts to life through gameplay.

- **Experienced in game production:** We are seeking candidates with 4+ years experience in game production who have developed at least one game as senior or lead designer. Programming skills are required as the designer will also be responsible for implementing prototypes and exploring new mechanical systems in-engine. Unity experience is preferred.

Work will proceed with an evaluation-based iterative design process. The designer will be responsible for collaboratively brainstorming general game directions/mechanics, creating level-editors that can be used by the whole team, and repeated testing and refinement of prototypes based on user feedback

Responsibilities:

- Involved in all aspects of game development: UI, UX, game design, logic, performance, etc.
- Rapidly create and iterate game concepts, mechanics, levels.
- Analyze and turn ideas & features into detailed game mechanics.
- Establish and track project goals and development plans.
- Synthesize player feedback to calibrate design direction.
- Understand models and tools to analyze game play and user behavior.

Requirements:

- Experience in design and iterative development of puzzles.
- Actively seeks and responds constructively to feedback.
- Writes clear, maintainable code.
- Attentive to aesthetics and game feel.
- Result-oriented and interested in working with data to create the best games.
- Ability to effectively manage time, prioritize tasks and work within deadlines.
- Ability to collaborate effectively with team members.
- Excellent verbal and written communication skills.

Job type:

Full-time, remote. Fixed term, 12-15 months.
Schedule: 32 - 40 hours per week

Interested applicants should fill out this form.