



# Lead Game Designer (f/m/d) - Kolibri Games

**Berlin - Full-time - 743999968452348**

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Lead Game Designer (f/m/d)

We are looking for an experienced Lead Game Designer to lead the design team and make the key design decisions for our hit title, 'Idle Miner Tycoon'.

You will be responsible for new features and content creation, economy management, and balancing for a game with a huge player base. Working with a cross-functional game team and reporting to the Product Director, you will take the lead on all aspects of design, including vision and management.

## Responsibilities

- Be the game design expert within the Idle Miner Tycoon team, guiding decisions with deep knowledge of free-to-play game design, economy balancing, and F2P monetization.
  - Lead and mentor the Idle Miner Tycoon Game Designers and UI/UX designers, fostering growth and ensuring alignment with the game's vision.
  - Implement robust game design practices and collaborate with Product Management to drive continuous improvement.
  - Ensure high quality of game design process and deliverables.
  - Assist in recruiting and evaluating game designer hires to maintain a skilled and cohesive team.
  - Directly contribute to feature enhancement and new feature development, using data-driven insights to drive player engagement and monetization.
  - Support the creation of the game's vision, roadmap, and feature set alongside the Game Lead, and analyze metrics to propose improvements.
  - Collaborate across departments and support cross-functional initiatives related to game design.
  - Cultivate a culture of creativity and teamwork within the team and company, and stay updated on industry trends.
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- Leadership and mentoring experience, with at least 2 years in managing game designers.
  - Strong proficiency in game mechanics, live operations, and monetization strategies.
  - Analytical skills, including understanding of mobile game KPIs and Excel.
  - Passion for idle games and delivering exceptional user experiences.
  - Excellent communication and time management skills.

## Desirable skills

- Has successfully released one or more mobile game titles
- Knowledge of Unity3D is an advantage
- Experience with creating UI/UX mockups