



## Designer Position – 6/7/06

### Company Description:

1st Playable Productions, LLC ([www.1stplayable.com](http://www.1stplayable.com)) is an independent game development studio with a focus on handheld games for kids and the young at heart. Our mission is to synthesize entertainment and education as a means to inspire kids, gamers, and game developers. We love finding ways to get more out of limited game platforms, and are licensed to develop for Nintendo DS, Nintendo Game Boy Advance, and Microsoft Xbox, as well as other embedded game platforms. 1st Playable is also committed to positive social impact and community outreach, particularly in conjunction with educational organizations. We aim to make a difference in our communities both with the games we make and how we make them. Our work environment features an informal self-organized team atmosphere. We offer competitive benefits including health, 401K, flexible paid time off, IGDA membership, and profit sharing.

### Position Description:

We are looking for an experienced game designer to design and lead development of high quality 2D and 3D games on a variety of platforms including the Nintendo DS, GBA, Jakks Pacific, and Xbox Live Arcade. Job responsibilities include conceiving of and documenting gameplay mechanics and game systems, building levels, scripting game scenarios and objects, writing dialogue, tuning handling and gameplay, and working with play testers. Related responsibilities will include identification and recommendation of possible game projects, preparing game concepts, and working closely with publishers and licensors to find creative solutions within a game's development.

A successful candidate will have a track record of working with a variety of character types and worlds on games featuring both licensed characters and new IP. The candidate should show initiative and resourcefulness in problem solving, and truly enjoy the challenge of conceiving and creating entertaining gameplay that brings a character to life while working within the constraints of hardware and design. The candidate should be driven to try new approaches and innovate whenever the opportunity arises. The ideal candidate will be one that is passionate and committed to making games but who also wants to have a broader impact at the end of the day than a list of game titles. Candidates should have a strong desire to contribute to company direction and identity, and establish and maintain an informal and fun company culture.

### Required:

- Candidates should have an undergraduate degree in a field relevant to game development. (Those without a degree who have strong experience will also be considered.)
- Minimum 2-5 years experience in game design for handheld and console games.
- Experience with scripting/coding and/or art.
- Ability to analyze, document, and execute a feasible plan and work schedule for a project's design assets, including working with programming and art leads on planning and problem solving.
- Ability to incorporate a variety of feedback and criticism from the team and externally into the game design.
- Interest in games for kids, and games that can have a role in education (either directly or indirectly).
- Avid gaming experience with an assortment of games and genres, especially handheld.
- Familiarity with current pop culture, games, television shows, and licenses.
- An interest in learning new tools, techniques, and game genres
- Interest in mentoring and teaching others.
- Enthusiasm for having fun while making great games for children!

### Contact:

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