



Massive Miniteam

Massive Miniteam GmbH
Cologne Game Haus
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Hiring: Game Designer (m/f/*) Full-time in Cologne



About us: Massive Miniteam GmbH

We're Massive Miniteam - a small, award winning Indie Game Studio in Cologne. The company was founded by four ex-colleagues in 2017 and has since grown to ten (eight full time). We're proud to be supported by Film- und Medienstiftung NRW, Cologne Game Haus, Mediengründerzentrum NRW and SpielFabrique.

At Massive Miniteam we consider ourselves to be "Business Indies" in the vein of Klei Entertainment or Brace Yourself Games. That means we're not tied to any genre or playstyle but want to create unique games and experiences that hit the sweet spot between art and entertainment. We also highly value diversity, the mental health and stability of our employees and favor slow growth and long term contracts over temp hires.



Games

We've received multiple state fundings by Film- und Medienstiftung NRW for developing our prototypes. We're currently chipping away at our first full release: SPITLINGS - an Arcade Game to be released in Q1 2020 for PC and consoles. We're happy to have signed with HandyGames as our publisher, who are funding its development since 2019. We also have several other prototypes in development and in our backlog that we haven't publicly announced yet. We still have a long way to go, but in the long run we aim to develop AA games with a mid-sized team.



Contract Work

Nowadays, every studio has their own survival strategy - ours is to do contract work in the realm of AR / VR and E-Learning, to create long term stable financial backing for our own game development. Right now, we split our time working 50-50 on both.



Working with us

We're in this industry to work on challenging tasks in an exciting environment, together with people who could be our friends. That's why the focus of our company lies on stability. With us, you'll have the opportunities to develop and expand your skill set according to your own aspirations. As a modern company, we spend company time to look back on our internal processes every two weeks to talk about how we can improve both in our work as in our communication towards each other. We want to ensure that everyone feels comfortable and respected. We also usually eat lunch together and hold regular voluntary Team Events and multiplayer evenings.

To work with us means to join a kind and generally lighthearted environment and always be confronted with new and exciting tasks to tackle. Our sometimes silly and giddy internal atmosphere is contrasted by our professional attitude towards clients and the dutiful delivery of contract work. To be honest: We just think it's really fun to work with us. We can state without exaggeration that we're pretty good at what we do, we still make mistakes every day and never stop learning, but we always strive to be fair and respectful towards our peers. If you fit that mold, you should join us!



Your profile

You're a designer/developer, a hands-on creator who loves multidisciplinary work. When you get an idea, you just want to immediately start hacking away at it. A sensibility for game design and UX design combined with your creativity forms the base for your desire to create games and other interactive experiences.

Additionally, you possess the following:

- An existing portfolio with multiple games and/or prototypes AND/OR experience in a company as a game designer which you're allowed to talk about
- Prior experience with 3D engines such as Unity, Unreal or Godot
- Rudimentary programming knowledge
- Very good communication skills
 - You favor open, honest communication
 - You're able to and comfortable with giving and receiving feedback
 - You're able to explain gameplay, systems and world building through drawings, charts and presentations
- Ability to work in a small team
 - You work in a self-reliant, decently organized manner
 - You're able to look for things to do during downtimes
 - Willingness to work on "whatever needs to be done" - as we all do



What you would be doing

Your job is to work with the creative lead to define our projects and then work on expanding the design and documenting it in writing. You would also prototype a lot of new ideas and mechanics for everyone to try out. In essence, you would do the job that we'd like to do ourselves, but don't have the time to. [Text Wrapping Break]

Depending on your abilities and preferences, a more specific task list of your day to day could include any of the following: prototyping a new game mechanic, blocking out a level design, setting up a new scene for a project, preparing a pitch to the team, playtesting, refining a game mechanic, writing a cool tool to make the workflow easier, scripting events and triggers, designing 10 new levels with the editor, implementing the sounds into a game, fixing the size of sprites and models in the current version, bugfixing, perfecting a game mechanic... you name it. It all depends on what you can do and what you want to tackle.



Write us!

If you think you'd be a good fit for us, we'd be happy to take a look at your application! You can write in english or german, however you prefer. Just send your cover letter, CV, desired salary and portfolio (if available, include links to playable builds) to jobs@massiveminiteam.com!