

## Are you the new F2P Game Designer we're looking for?

We're PikPok, New Zealand's longest-standing game developer, and we make great game experiences. We want to bring success and joy by working together to entertain the world.

Over the years, we've built lots of games for all sorts of platforms, most recently titles like *Into the Dead 2* and *Rival Stars Horse Racing*, *Agent Intercept* and *My Cat Club*. Our teams are small, and everyone involved can contribute to the decisions that shape the products.

We're always working to build and maintain an inclusive, safe and fun studio culture. We have an amazing group of designers, artists, programmers and support staff and we're looking to add to it.

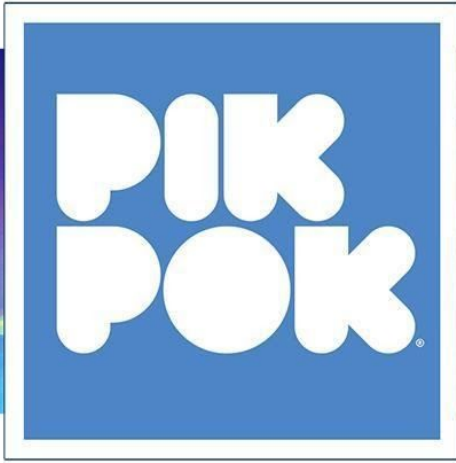
To us, design is about creating amazing play experiences that engage and entertain. Which brings us to you - we're looking for a talented **Entry Level, Free To Play Game Designer**, who can work well with other disciplines and help us optimise our economies and designs to ensure we have compelling experiences that monetise.

Games are collaborative exercises, and we want someone who'll succeed through their interactions with everyone. You have a passion for games, and you regularly play mobile and F2P titles. You are a great communicator & team player and can grasp new concepts quickly. You are self-motivated, you proactively seek new challenges, but are also happy & eager to take direction and learn. Beyond all, you want to ensure that PikPok delivers super-fun titles to the world.

We welcome applications from diverse candidates and those with a range of backgrounds, skills, and experiences.

## Responsibilities

- Work with the game development team and game design team to create world-class, highly entertaining (and retaining) game titles.
- Help drive and develop the ongoing design for titles and features, within any required brief constraints and in conjunction with the rest of the game's core team.
- Undertake game design tasks as directed including, but not limited to: number balancing, performance analysis, live ops setups, level building and playtesting.
- Support the analysis and review of the title during the course of development
- Document designs & meetings as required.



- Liaise with relevant internal teams such as analytics, community management, customer support, QA and audio designers as required.
- Research, and champion, industry best practice in all areas of game design.
- Meld to the needs of the team, filling other duties as required

## Desired Skills & Experience

- 1+ years of game development experience.
- Good knowledge of F2P games.
- Good knowledge of game development process
- Good self-management skills; great ability to work with others in a collaborative environment.
- Being analytical and results-driven - with a strong drive to find out the why's and the how's
- Skilled with Unity, Excel, Word etc.
- Good ability to pick up new tools quickly.
- Burning desire to make highly entertaining and commercially successful games.

## Contact

Please send your application along with a digital copy of your résumé/CV to: [careers@pikpok.com](mailto:careers@pikpok.com).  
Additional contact details can be found below and by visiting us online at [www.pikpok.com](http://www.pikpok.com)