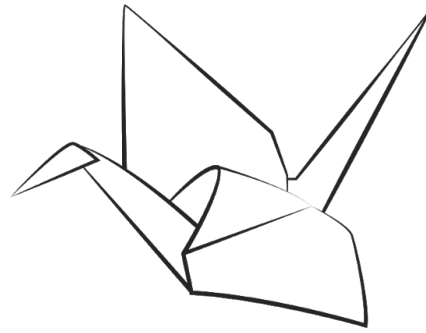**White Paper Games** is a video game development studio based in Manchester UK and we're looking for a Game Designer to join the team!

A White Paper Designer

As a game designer you will be working closely with the entire team to ensure the tone, pacing and gameplay delivery is met with clear execution and vision.

The majority of your time will be spent inside of Unreal Engine, prototyping and developing gameplay mechanics to prove concepts and communicate to programmers, artists and animators the gameplay requirements for the project.

This requires you to have an understanding of technical limitations and timeframes to develop creative, and feasible solutions to ideas that may not currently fit the scope of the project.

You should have an understanding of narrative pacing and how to deliver story through gameplay.

Who we look for

We value independent thinking & the ability to review creative ideas from an unbiased perspective. We have an idea meritocracy so the best creative ideas are selected in discussion regardless of seniority or role. You must be able to communicate and push for your ideas when you believe in a perspective. Inevitably your idea may not be selected, and when that situation arises, you must be able to disagree and commit to working with the larger team to realise the vision of the project.

We don't micromanage and we don't currently have producers on the team. We have a weekly Monday morning check-in and work in 6 week goal setting cycles. This means that you must be self driven with completing your work within a 6 week period. Although we set company wide goals, we aim to create an environment where many of your objectives are self directed which allows you to align to the team's direction in the most creative way you see fit.

We're a visually technical and narrative driven studio. We have a high-level world and story development process that doesn't necessarily start at the mechanical level. This means that we rely on iteration and ideas from the whole team to communicate our stories. Our goal is to focus on tone, pacing and atmosphere before defining a mechanical loop. Mechanical design is a key role in telling our stories, but mechanics should support the delivery rather than dictate the direction.

Skills

- ❏ Strong knowledge of Unreal Engine 4
- ❏ Puzzle design through environmental storytelling
- ❏ Non-linear world design with attention to pacing
- ❏ Unreal Sequencer & prototyping in Blueprints
- ❏ Self-edited written communication
- ❏ Concise documentation

Who

We look for **humble, driven and collaborative** team members.

You should have the **clarity** to communicate your vision and bring **energy** to work each day to help the team around you thrive.

Managing your own tasks and **internalising priorities** are key to our studio's approach to development.

The **desire to constantly improve** is built into the team's culture and we try to push ourselves with each task to make sure we focus on our player's experience.

It's OK to fall short of a goal as long as the correct vision is in place.

The Numbers

- ❏ Full-time, £24,000 per year
- ❏ Working in Manchester, M3 6AF (*currently remote due to COVID-19*)
- ❏ Start time of 8:30am
- ❏ 3 month probationary period
- ❏ Up to 5%-match company pension contribution
- ❏ £40 expense pcm for health related activities
- ❏ A monitored, uncapped holiday allowance
- ❏ A 2 week studio closure at Christmas
  Note: We keep normal working hours on public holidays

We put a lot of time and energy into our team's development and want to select the best person for team fit rather than scaling unintentionally. We want you to see WPG as a long term role instead of a career jump so if you're looking to join a team whose goal is to deliver creative, narrative driven experiences, then we'd love you to come work with us.

- The White Paper team