Joboffer dated from 10/28/2026

Game Designer - Forge of Empires

Field:	others
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22761 Hamburg
Country:	Germany

Company data

Company:	**InnoGames GmbH**
Street adress:	Friesenstraße 13
Zip Code / Place:	20097 Hamburg

Job description

Our team working on the strategy game "Forge of Empires" is looking for a new Game Designer to bring exciting features to our players: Join our agile and international team of Game Designers, Artists, Software Engineers and Product Managers, and create additional exciting content while levelling up your career with the help of our experienced team!

Your mission

- **Bring Forge of Empires to a new Era.** Collaborate closely with cross-functional teams to evaluate, iterate, and improve existing game content to drive player engagement, retention, and monetization.
- **Analyze and optimize.** Utilize your proven analytical skills to deconstruct and fine-tune the game's systems and balancing, ensuring a rewarding and enjoyable experience for both new and loyal players.
- **Encourage our players.** Concept, design, and realize new exciting features and events for our strategy game played on both browser & mobile all around the globe.
- **Innovate.** Be up-to-date on new trends and practices in the games industry, especially in the market of f2p mobile games.
- **Share your vision.** Communicate and present well-designed concepts to your team and our players.

Your skill set

- **Professional expertise.** Minimum 4 years of professional experience in game

design with a focus on free-to-play strategy or mobile games.
- **LiveOps focus**. Hands-on experience running LiveOps for a game with an active player base. You know how to plan and set up events, manage and improve LiveOps content, and use performance data to drive key KPIs.
- **Balancing expertise.** Advanced knowledge and hands-on experience with game balancing, particularly in strategy games.
- **Analytical skills.** Proven ability to analyze game systems and performance metrics to drive improvements.
- **AI-Tooling.** You already use AI tools in your daily design work and are curious to push what is possible with them.
- **Generalist mindset.** You are comfortable switching between systems, economy, content and UX - and you care about the game as a whole.
- **Player's perspective.** You challenge game features based on the user experience for our loyal player base.
- **Comfortable with ambiguity.** You thrive in an experimental environment where concepts change and decisions are made fast.
- **Strong communication skills.** You approach colleagues proactively and you are well-versed in presenting your Game Design concepts.
- **English as company language.** You feel comfortable using your excellent English skills in both spoken and written form daily.
- **Passion for the game.** Strong passion for **Forge of Empires** or City / Empire Building games, with an active and engaged presence in the game.

Your power-ups

- **Career opportunities.** Level up with excellent training and development opportunities, such as online trainings, InnoVersity and conferences.
- **Outstanding benefits.** Get 28 vacation days, a sabbatical, mobile device, contribution to your public transport ticket, and more.
- **Flexible working hours.** We offer trust-based working hours as well as active breaks - play table tennis with your team, work out in our gym or go to our rooftop terrace to get some fresh air.
- **Hybrid Working Model.** We offer our colleagues the flexibility to choose between working from home and our modern offices in central Hamburg. With regular times planned together at the office during our Office Days, we keep up our unique InnoGames spirit!
- **Compensation & Fair Play**. We have career models as well as market-competitive salary grids in place that ensure that we treat our employees fairly. This is a regular to senior level position. The regular level salary ranges from € 46,000 to € 65,000 gross. For the senior level the range starts at € 65,000. The salary ranges for other seniority levels differ. Your seniority level (junior, regular, senior) will be evaluated during the interview process.
- **Team of specialists.** Be part of a stable, growing, and award-winning global company. Meet your future colleagues in Creative & Product Management.
- **Team events.** Participate in regular team events (e.g., wine tasting, cooking, paintball), barbecue together on our rooftop terrace, and enjoy regular company get-togethers like the InnoConf or the Social Day.
- **Relocation assistance.** If you are interested in relocating to Hamburg, we will support you regarding all the needed resources.

InnoGames is one of the leading German developers and publishers of mobile and browser games and a certified Great Place to Work®. The Hamburg-based company was founded in 2007 and is now part of Modern Times Group (MTG). Together with about 350 employees from 40 nations, the company founders develop unique games that provide many years of fun for millions of players around the world. InnoGames is best known for Forge of Empires, Elvenar and Tribal Wars, but the company is continually expanding its now 10-game portfolio across platforms and genres.☐Most recently, InnoGames launched Heroes of History, a novel mix of city builder and hero collection RPG and Cozy Coast, a feel-good beach adventure with elaborate merge-2-gameplay and a captivating story. ☐Excited to start your journey with InnoGames and join our team as a Game Designer? We look forward to receiving your application as well as your salary expectations and earliest possible start date through our online application form. Junwei Song would be happy to answer any questions you may have.☐