



Social Game Designer (Freelance)

Are you ready to be excited every morning for your day to begin? Arkadium employees share the common trait of loving their jobs. Why? Because they are surrounded by the smartest, most talented and fun professionals in gaming. At Arkadium we work hard and play hard and are looking for exceptional people to join us in our quest to become the most successful casual games company in the world.

Arkadium is seeking an outstanding Social Game Designer to do freelance work on an exciting new Facebook game. This person would be required to work 20 hours per week (minimum) in our NYC office for the duration of the project (initial launch through subsequent phases). Perform like a rock star and this could lead to a full-time employment opportunity.

Our ideal candidate lives, breathes, and eats games. You wake up each morning and go to bed each night thinking about games. You have great game ideas in your sleep that you need to write down as soon as you wake up. You know how important it is to embed monetization into your game from the get-go. You know what a *viral coefficient* is and how to manipulate it. You understand the concept of *Minimum Viable Product* and that analytic data is the new king of game design. You are passionate and dedicated.

Job Responsibilities

- Work 20+ hours per week in the office
- Run/participate in team brainstorms
- Write specs/game design documents that adhere to company goals
- Review daily builds/send feedback to the team
- Design/edit XML data/game variables
- Design game content and content strategy
- Define weekly updates (once project has launched)
- Define future phases (once project has launched)
- Define success metrics and identify important data to track
- Analyze analytic data and act on it
- Set viral coefficient, player retention, and monetization goals and implement strategies to improve them
- Bring great ideas
- Inspire the team



Other Responsibilities

- **Own the game you work on**

Not only will you be responsible for the quality and fun factor of the game you work on, you should want to have that responsibility. You will work directly with a team of producers, analytics experts, artists, programmers, audio directors, and QA engineers to make a fun, addictive, and profitable game that will satisfy Arkadium's business goals. You will not hesitate to make your opinions heard and will accept nothing less than the best from the team.

- **Be visionary**

You will participate in weekly team meetings and have a talent for boiling many great ideas into clearly written, original game concepts. These ideas will range from the excellent to the revolutionary, all while adhering to budget, schedule and business goals.

- **Know your stuff**


You should have a keen intuition as to how game design decisions will affect the player community, viral coefficient, player retention, and monetization of the game. You should be ready to quickly write hypotheses to maximize these factors, split test them, and act on the results.

- **Be an excellent communicator**

You should be an excellent verbal and written communicator. You will be frequently communicating with team members who speak English as a second language.

Knowledge / Experience

Familiarity with all of the following:

- 3+ years as a game designer
 - Online Gaming, Casual Games, Multiplayer Games, Social Gaming
 - XML
 - Level editors
 - User-Generated Content
 - QA testing
 - Agile Development (a plus)
 - Project Management software
 - Casual game industry
 - Hardcore game industry
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Qualifications

- You are brutally honest and candid, but have tact
- You will check your ego at the door
- You are intelligent, a quick thinker, witty, someone to learn from
- You are trusting, you don't micro-manage, you know when to step in and when to let the team do its thing
- Fluency in Russian a huge plus, but not a requirement

How to Apply

If you are interested in this opportunity, please send an email to jobs@arkadium.com with "Social Game Designer" as the subject with your resume and a cover letter attached. It is very important that your subject line is exact to avoid being caught in a spam filter. Also, please include links to games you've designed.

