



Cloudhead Games is seeking a **Game Designer!**

We are pioneers at the forefront of Virtual Reality's resurgence. With over five years of research & development we have created innovative solutions and award winning content, proving the capabilities of this new medium. As a Game Designer, you will help us blaze trails through the great possibilities of VR.

Any successful candidate will be able to help guide the team's efforts to fulfill the experiential vision of Cloudhead Games. You must have a strong preference for working in a small, creative, and innovative development environment. You have the desire and ability to conceptualize, create, and implement game concepts using various tools and techniques.

We have a strong preference for the successful candidate to join us at our headquarters located in beautiful Qualicum Beach, BC. However, remote workers in our Vancouver location may also be considered.

Potential to be contract or a full-time position.

**Responsibilities:**

- Work closely with the team to create and then solidify the creative vision of the game
- Use internal development tools and Unity engine to prototype, build, and polish gameplay elements
- Design spaces, interactable items, and interesting objectives which ensure that the game's scenarios fully express and support the designs of core systems
- Create and maintain industry-standard design documentation, including specifications for new systems and features such as concepts, content, assets, interface, controls, rules/behaviours, constraints, etc.
- Work efficiently within the tight technical limitations demanded by virtual reality

**Requirements:**

- At least one year of game industry experience designing and implementing gameplay elements
- Intimate knowledge with Unity 3D
- Strong understanding of scripting languages such as C# and other related 3D development tools
- A passion for creating innovative and groundbreaking designs

**Nice to haves:**

- VR design experience
- Experience working on an Agile Development Team
- Experience working with any physical peripheral (Kinect, WiiMote, Playstation Move)
- Visual scripting experience

**Apply:** Please send letter and resume to [jobs@cloudheadgames.com](mailto:jobs@cloudheadgames.com)

**Start date:** ASAP

**Note:** Due to the accelerated timeline, only qualifying candidates will be contacted.