



very very spaceship
vvspaceship.website

very very spaceship is a motley crew of space faring game designers, engineers and artists from the Pacific Northwest and beyond. For the past three years, under the leadership of BAFTA winning founder Sean Vesce (Never Alone, Tomb Raider Series, Mechwarrior Series), we have been solving the problems of the unknown for incredible partners like Google, Niantic Labs, Microsoft, and others. We are a tight knit group of makers thriving in our undiscovered future, making shared game experiences with AR, VR, Geolocation, Live Streaming and more. For the last few years we have been working with Niantic Labs on Transformers: Heavy Metal. In addition to our client work, we try to make time for our side projects like the [VVS Peregrine](#), and our various [itch.io goof games](#)

very very spaceship is now recruiting for a diverse expansion to our crew to support upcoming missions. We are searching the galaxy for a Game Systems Designer. Qualified candidates are energetic self starters, adept at managing several creative internal projects at once and handling an evolving schedule of events. Candidates are inclusive by nature and naturally motivated to support others to achieve beyond their own expectations.

Qualified candidates can apply by emailing, crew@vvspaceship.email with cover letter (tell us a story about you), resume (show your work history) and link to design portfolio or work samples required (show us your work, most important!).



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Role Description: Game Systems Designer

As a Game Systems Designer, you will be creating fully realized designs and features reacting to the needs of our players in this live-ops title. Your designs will be fun and engaging, and help players connect to our game and IP. You will usher your designs from idea to realized feature by working with your lead, content designers, engineers, production, and QA – making sure the final implemented feature reflects the system you’ve designed.

About You:

- ★ You love collaborating with others; they should also love collaborating with you.
- ★ You are comfortable presenting ideas and workshopping ideas with stakeholders.
- ★ You are a compelling storyteller, able to build empathy and convey the mindset of our players to the broader organization.
- ★ You have the ability to ask meaningful and impactful questions while being an excellent listener with keen attention to detail.
- ★ You have a maker mentality and desire to grow and develop new skills

Responsibilities:

- ★ Develop systems from original concept through prototyping to final balance and tuning
- ★ Work with telemetry to identify and balance new features and systems
- ★ Support and evangelize designs to ensure success and downstream understanding
- ★ Design game systems and mechanics that support our experiential goal
- ★ Own gameplay systems and loops across the game, from concept to user experience
- ★ Manage and maintain work in JIRA and Confluence to help drive context, and work needs
- ★ Maintain working knowledge of game market and user expectations and assumptions

Minimum Qualifications:

- ★ 3+ years of relevant game/systems design experience in mobile and live ops environments
- ★ Strong emotional intelligence, deep understanding of psychology, cognition, social dynamics, usability.
- ★ Familiarity with Agile game development and strong technical acumen
- ★ Ability to work well in a fluid, changing environment as creative challenges evolve
- ★ Excellent partnership and communication skills
- ★ Self-motivated, passionate and opinionated about video games and video game dev
- ★ Bachelor's degree in design, art or related fields or equivalent experience

Desired Qualifications:

- ★ Content design for turn based games, card games, or RPGs
- ★ Comfortable with game scripting and implementation with bespoke tools

Location:

- ★ We are in a hybrid work environment at this time, so remote work is possible but you must live (or relocate to) the Puget Sound area. Our studio space is in the Fremont neighborhood of Seattle.

very very spaceship is proud to be an equal opportunity workplace committed to a diverse workforce. We do not discriminate based on age, ancestry, color, gender identity or expression, genetic information, marital status, medical condition, national origin, physical or mental disability, political affiliation, protected veteran status, race, religion, sexual orientation, or any other trait that makes you, you. The more inclusive we are, the better our work is.