



Strawberry Fields Interactive INC. is looking for a full-time Senior Graphics and Game Designer for a Role Playing Game (RPG) in Virtual Reality (VR).

Project Title: Aeksia

Genre: VR platform for RPG

AEKSIA

— STEP INTO THE ROLE —

We are looking for an adventurous and experienced game designer who's up for a special challenge. Aeksia is a new style of Multiplayer VR RPG. It's a new style of game that blends the unpredictability of Live Action Role Play, Escape Room, and Murder Mystery games. The result is a distinctive play experience that is only possible through multiplayer VR. We call it "Theatre RPG".

We've been working with professional game masters and story writers, and we are very close to having something truly special to offer the role play community, but we need your help. We need you to take the unique features of Aeksia and transform them into riveting escape rooms and intriguing murder mysteries. You will define the rules, mechanics, and principles for guiding Theatre RPG games.

You are an experienced and passionate game designer. You've worked in VR and are excited by the possibilities it offers.

Your Responsibilities:

- Work directly with the Product Manager and lead UX designer to brainstorm, design, test, and balance compelling game mechanics to support Theatre RPG;
- Lead play testing sessions and make design changes that incorporate user feedback;
- Design interactive VR features that engage and onboard new users;
- Developing game mechanics for combat and chance to support game play;
- Leverage story and VR specific technology to encourage acting performance and improv.

Requirements:

- A strong understanding of game design principles;
- Passion for RPG, LARP, murder mystery, and escape room games;
- Working very closely with a multidisciplinary team;
- Demonstrable experience and insight on the latest game design patterns for RPG, murder mystery, and escape room games;
- Excellent communication skills;
- Ability to work methodically and meet deadlines;
- Demonstrable experience in Virtual Reality. You ideally have shipped a VR game;
- Clear, analytical thinker with a proven ability to break gameplay design down into regular, reusable systems and articulate and document them;
- Ability to quickly prototype and test concepts;
- You're comfortable getting your hands dirty working directly in Unity;
- Portfolio of sample projects.

Bonus:

- Knowledge in design software and technologies (such as Illustrator, Photoshop, Blender, etc.);
- A keen eye for aesthetics, design and details.