Summary:

The Horizon Team at Facebook is building a social User Generated Content (UCG) platform where people can find people, places, and things they care about â€" a Metaverse without constraints where people have freedom of identity and expression, and can experience living virtual worlds that could not exist in the real world. Our vision is to build a global-scale UGC platform where the worldâ€™s creators, performers, entrepreneurs and more will be able to create their place, and enable their communities to connect, engage and play in all kinds of ways. We are driven to create a safe and compelling metaverse for never-ending exploration â€" our journey is just the beginning, come join us.As a Game Designer on the Facebook Horizon team, youâ€™ll be at the forefront of prototyping, designing, and shipping VR-first games content for the ever-expanding Horizon metaverse. You will work with teams of designers, artists, engineers and more to explore innovative core mechanics and game loops using our Horizon Creation Tools to set the bar for games in our UGC Metaverse.

Required Skills:

Game Designer â€" Metaverse Responsibilities:

1. Help establish preliminary processes to align cross-functional teams

2. Contribute to strategic decisions, working with the Design, Product and Executive teams

3. Design end-to-end games with satisfying and novel core mechanics and game loops

4. Give and solicit real time feedback from other designers to continually raise the quality and craftsmanship of the product

5. Partner with PMs, engineers, researchers, content strategist & QA, overseeing the implementation of the user experience from product conception to launch â€" as well as post-launch design support

6. Quickly solve issues with your cross-functional leads including user research, data science, and product management

7. Clearly articulate game design decisions to a vast set of internal stakeholders

8. Advocate for game design within Facebook Reality Labs and throughout Facebook

Minimum Qualifications:

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9. 5+ years of game design experience or a minimum of 2 shipped titles that have been successful (critically acclaimed, award-winning, etc.)

10. Experience using or making games with a 3D engine (Unreal, Unity, etc.)

11. Experience leading end-to-end development efforts and designing games from concept to launch

12. Experience coordinating and collaborating with diverse cross functional teams to bring a game vision to life

13. Experience inspiring teams with your gamesâ€™ vision, but also actively getting into game development and prototyping and tuning the feel of the game

14. A portfolio that features some games you have prototyped or shipped, and showcases your game design skills

Preferred Qualifications:

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15. 5+ years of game design experience or a minimum of 3 shipped titles in AAA or indie game spaces

16. Experience developing or designing AR or VR games

17. Experience with technical aspects of game design such as scripting in Unity, or blueprints in Unreal

18. General design knowledge across a range of design specializations

19. Shipped titles as a Level Designer, a System Designer, or a Gameplay Designer

Industry: Internet