

Game Designer

Description

AMMACHI Labs is a leader in immersive learning solutions, developing Virtual Skill Labs (VSL) to provide hands-on skill training through simulations and serious games.

We are looking for a Game Designer to design engaging and interactive learning experiences that integrate game mechanics with educational content.

Position Overview:

As a Game Designer, you will be responsible for conceptualizing and designing game-based learning experiences for skill training. You will collaborate with Unity developers, 3D artists, instructional designers, and UX teams to ensure a smooth, engaging, and effective learning journey for users.

Responsibilities

1. Game Concept & Design

Interact with subject matter experts, students to document the key requirements and technical details for the simulations.

Develop detailed understanding of the level of the students, demographics, technographics, and create personas

Develop game mechanics, rules, and progression systems for interactive learning modules, with focus on learning, and engagement.

Design game levels, challenges, and feedback systems that align with training objectives.

Define player interactions, objectives, and rewards to enhance engagement.

Ensure the balance between educational value and fun gameplay.

2. Game Documentation & Storyboarding

Create detailed Game Design Documents (GDD) outlining mechanics, UI/UX flow, and interaction models.

Develop storyboards, wireframes, and prototypes for game scenarios.

Collaborate with storyboarding artists and multimedia designers to visualize learning experiences.

3. Prototyping & Testing

Work with UX team to create functional prototypes and iterate based on feedback.

Conduct playtesting sessions to analyze user engagement and learning effectiveness.

Identify and resolve gameplay, usability, and performance issues.

4. Collaboration & Implementation

Coordinate with 3D artists, animators, and UI designers to ensure a seamless player experience.

Provide detailed game logic documentation for developers.

Integrate gamification elements such as leaderboards, badges, and progression systems.

Qualifications

Bachelor's/Master's degree in Game Design, Interactive Media, or a related field.

Fresher / 1-2 years of experience in game design, preferably in educational or serious games.

Proficiency in Unity and game design tools like Unreal Engine, Blender, or Maya (preferred).

Hiring organization

Ammachi Labs

Employment Type

Full-time

Date posted

April 11, 2025

Strong knowledge of game balancing, player psychology, and interactive storytelling.

Experience with UI/UX design principles for games.

Preferred Skills:

Experience in game design.

Familiarity with instructional design concepts for gamified learning.

Understanding of scripting languages (C#, Python, or similar) for interactive elements.

Familiarity with Figma and Unity3D is a plus.