

## Lead Designer Vacancy for Razorworks Empire Interactive Europe Limited




<b>Job Description</b>	
Job Title:	Lead Designer
Reports to:	Project Leader
General overview of position:	To create computer games, managing the design process from initial concept to product completion.
Main duties and responsibilities:	<p>To fulfil the Lead Designer role on one or more internally developed games including: -</p> <ul style="list-style-type: none"> <li>• To create, research and develop game concepts and produce concept design documentation for discussion with the Development Team and for internal assessment by the Company</li> <li>• To produce competitive analysis documentation</li> <li>• To produce concept design documentation for console manufacturer concept submission</li> <li>• To produce full design documentation for the Development Team and console manufacturer submission</li> <li>• To manage design revisions, maintaining documentation and effectively communicating the changes to the Development Team</li> <li>• To liaise constantly with the Development Team to ensure the design is properly implemented and to identify and resolve implementation issues</li> <li>• To assist the Project Leader to produce schedules for the design process</li> <li>• To liaise constantly with the Project Leader to ensure milestones are achieved</li> <li>• To identify and define proprietary tools and scripting languages required to implement game features and data</li> <li>• To create game features and data using these tools</li> <li>• To present game demonstrations</li> <li>• To produce test schedules for Quality Assurance (document techniques to help thoroughly test the game flow and game play)</li> <li>• Day to day management of the Design Team</li> <li>• Conducting staff performance reviews</li> <li>• Interviewing candidates</li> </ul>
Key contacts:	Project Leader, Art Manager, Lead Artist, Lead Application Programmer, Lead Technology Programmer, External Producer and the Company's 'Future Products Group'.
Staff responsibility:	Supervision, training and support of Design Team members.

<b>Skills, Education, Background</b>	
Software skills:	<ul style="list-style-type: none"> <li>• MS Office (Word, Excel)</li> </ul>
Educational qualifications:	<ul style="list-style-type: none"> <li>• Relevant degree</li> </ul>
Career background:	<ul style="list-style-type: none"> <li>• Minimum 6 years</li> <li>• Three published console titles developed from conception to completion</li> <li>• Keen gamer!</li> </ul>

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Package
• Competitive salary + bonuses
• 25 days annual holiday
• Medical insurance cover
• Life assurance cover

Location	
<p>Razorworks The Kidlington Centre High Street Kidlington Oxfordshire OX5 2DL</p> <p>Tel: +44(0)1865 379596 Fax: +44(0)1865 379597</p> <p><a href="mailto:careers@razorworks.com">careers@razorworks.com</a></p> <p>Kidlington is situated 6 miles north of Oxford City Centre and is easily accessible by car and public transport.</p> <p>By car the main routes are M40 (J8 northbound, J9 southbound) and A34 (Peartree Interchange).</p> <p>By train to Oxford Station then bus to Kidlington.</p> <p><a href="http://www.oxfordbus.co.uk">www.oxfordbus.co.uk</a></p>	

Context
<p>Razorworks is a development team within Empire Interactive Europe Limited.</p> <p>The Razorworks team was established in 1996. Razorworks' first title was a combat helicopter simulation entitled "Enemy Engaged: Apache Havoc" which was released to critical acclaim in 1998. It's award winning successor "Enemy Engaged: Comanche Hokum" followed in 2000.</p> <p>In 2002 Razorworks released their first car racing title "Total Immersion Racing" which was followed by a second car racing title, "Ford Racing 2", in 2003.</p> <p><a href="http://www.razorworks.com">www.razorworks.com</a></p> <p><a href="http://www.empireinteractive.com">www.empireinteractive.com</a></p>