

RetroBrain R&D has been developing therapeutically-preventive video games for healthy seniors affected by dementia, Parkinson's disease and stroke since 2014. Our company has a clear vision: to ensure that therapy and prevention in (semi-)inpatient care can be fun. We are proud to make the world a little bit better every day with our small development team.

At the next possible date we are looking for a colleague in a permanent position as

Game Designer (f/m/x)

What we offer

- A broad array of interesting challenges for you to tackle
- Independence and autonomy to make decisions & drive results within a highly collaborative team
- Enjoy stable work life balance actively promoted by leadership
- Training budget for private and professional development
- remote work and other time models are possible, 30 days vacation
- 24/7 accident insurance and company pension plan
- big office within walking distance of the main station with gaming coffee, tea and fruits

Your tasks

- Development of new therapeutic video games within the scope of various projects
- Developing and presenting game ideas and game mechanics
- Analyzing markets and competing products
- Improve existing games in cooperation with the development department
- Taking personal responsibility and enjoying working in a team

Your profile

- At least 2 years of professional experience in game design
- An outstanding portfolio with various working titles
- Open-mindedness towards the older target group
- Very good German and English language skills in spoken and written

Want to make a difference?

Then apply by e-mail at hr@retrobrain.de (with a english CV including your salary expectations and references). We look forward to hearing from you!