



# Game Economy Designer

## for Mobile Games

Location: Graz

As a **Game Economy Designer** you will work closely with Data Scientists and Game Designers to understand how the game, its features and monetization drivers work. You will identify players' behavior and provide constant real time data-driven recommendations on design, balancing and monetization in order to enhance the games experience and performance.

### Your responsibilities

In your new role you will:

- › **Monitor** revenue streams of titles and actively work on existing mechanics and new features increase **user conversion, retention, and monetization**
- › Balance pricing between **free vs. premium content** as well as their relation and lifecycles
- › Collaborate with data scientists to evaluate player-base and adjustment outcomes for further monetization refinements
- › Maintain **state-of-the-art knowledge of gaming industry trends** and competitors landscape
- › Support game design and marketing in delivering time-limited events and **promotions**

### Your profile

- › Some experience on the **mobile market**, where you proved your understanding of **games' economy, balancing and monetization**
- › **Analytical understanding** of statistics, revenue streams and in-game mechanics in free-to-play mobile games
- › Great **communication skills**

### Our offer

- › A **fun and stable** working environment in an **agile** and dynamic studio
- › A culture of **empowerment** driven by a can-do attitude
- › A **competitive salary** & relocation support
- › Living in one of the Top #5 cities with **highest life quality** in Europe, between the Alps and the Mediterranean Sea

### About us

Based in Graz, Austria, Bongfish was founded in 2006 with the simple goal to craft incredible games that combine state-of-the-art technology with deep gameplay.

Our games, including the acclaimed Stoked series of snowboarding titles and unique racing/shooter hybrid Calibre 10 series, have won millions of fans around the globe. We bring a high-tech approach to game development and have more than 10 years of experience working with some of the top game publishers in the industry on console, mobile and PC platforms.

Recently we announced a partnership with Wargaming to work on the future of World of Tanks and also acquired the Smurfs Village franchise for mobile devices. The studio has grown to 75 people and is proud of balancing innovation and execution.

*In accordance with the Austrian collective agreement for IT industry, the minimum salary for this position of 33.502 EUR p.a. The effective salary depends on qualification and experience and may be significantly higher.*

› **Apply now!**



### Contact

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