Game Economy Designer

Montreal - Full-time - 744000160213029

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As an Intermediate Game Economy Designer, you will support economic design and engagement strategies across the HD portfolio, driving the optimization of in-game progression, player retention, and microtransaction systems.

You will conduct audits and improve economic models by providing critical analysis and recommendations to increase average revenue per user (ARPU) retention and reactivation metrics across the HD game portfolio. You will lead balancing tests, support cross-team collaboration, and leverage emerging technologies such as AI to refine game economies.

As a member of the economy design community, you will foster expertise and advocate for process improvements and industry best practices.

WHAT YOU'LL DO

- Support HD production teams in designing and improving their monetization strategies and economic models, becoming a trusted point of contact for economy design, progression, and retention topics.
- Support reviews and audits of economic models, progression systems, and retention mechanics across the HD portfolio.
- Coordinate and participate in economy balancing tests (playtests, quality control), provide hands-on support in collaboration with other support teams, and act as a key contributor in the validation process for GaaS titles.
- Review economy management tools and operational tracking processes related to progression and economy, leveraging emerging technologies (e.g., AI) and methodologies to help teams optimize their microtransactions and retention.
- Contribute to the economy design community by sharing knowledge, promoting best practices, and participating in process improvements.
- Conduct competitive analysis and benchmarking to share external trends and industry best practices across the organization.
- Foster expertise in economy design within LRS and the monetization community.

WHAT YOU'LL BRING

- Experience in game design, ideally with exposure to live-service or GaaS titles
- Interest in and foundational knowledge of economics and player progression systems
- Comfortable working with quantitative data and simulation tools
- Strong passion for gaming, particularly competitive/live-service titles
- Strong analytical and math skills

- Ability to model, tune, and simulate reward and progression systems
- Familiarity with A/B testing methodologies and data-driven decision-making
- Collaborate and communicate constructively across design, monetization, and analytics teams
- Detail-oriented, with the ability to maintain and iterate on complex, interdependent systems
- Good understanding of player motivation drivers, learning theories, players' psychology and progression pacing
- Awareness of Acquisition, Retention, and Monetization levers and game business models
- Knowledge of modelling tools (Excel, VBA, Tableau, simulation tools, etc.)
- Ability to conduct and synthesize competitive benchmarks into actionable recommendations
- Seeks improvement constantly (takes initiative, challenges themselves)
- Creative, with the ability to propose features aligned with the game's vision