



Creative Director (Showrunner)

Deck Nine Games is currently hiring a **Creative Director** for our next AAA game. The person we are looking for is both a storyteller, and a game designer, plus a creative engine and an inspirational leader.

Could this be you? Well, do you love single player games? Do you enjoy crafting narrow but deep experiences? Can you love a game equally for both its gameplay and the relationships between its characters? Do you hunger to stand in front of a large team, inspire them and lead them in creating a deeply personal game that fans talk about for years? If so, then you're the right person for the job.

Responsibilities:

- Nurture, maintain, and evangelize the creative vision for the game
- Collaborate with the story team to break the story
- Collaborate with the art team to craft visually impressive artwork
- Collaborate with the gameplay team to create innovative gameplay
- Listen to all the ideas, coherently answer all questions and protect the core vision
- Work closely with everyone to create clear creative strategies and solve creative problems
- Review, troubleshoot and provide feedback
- Be a passionate leader every day

Requirements:

- 3+ years of experience as a Lead Game Designer, Art Director, Creative Director or Lead Writer
- Must have shipped at least 2 AAA titles
- Must be willing to relocate to the Denver, Colorado area

If you are a talented and passionate game developer and you are looking to challenge yourself creatively, please apply today! Position is full time, on-site and applicants must already be authorized to work in the U.S.

Please submit a resume to job@deckninegames.com

Title the email: "Creative Director- [your name]"

About Deck Nine

Deck Nine Games is an independent game developer dedicated to crafting interactive story games that inspire, transform, and entertain players. Our first game, Life is Strange: Before the Storm is loved by fans and has been nominated for a VGA and a BAFTA. The studio is 60+ people and is in sunny Westminster, Colorado at the base of the Rocky Mountains. The studio is working on an unannounced story adventure game and is growing additional teams for more projects.