



Lunarch is hiring for “Project S”!



Toronto-based game developer Lunarch Studios is looking to make several new hires for “Project Sophia” (AKA “Project S”)—a multiplayer first-person puzzle game incorporating elements of MMOs and open-world action-adventure games, built in Unreal Engine for PC and consoles, and published by Behaviour Interactive.

Accordingly, we’re seeking talented game development professionals:

- across many specializations
- at a range of experience levels
- from all countries

Lunarch has been operating virtually since 2016 and all positions will continue to be remote for the foreseeable future. **Relocation will NOT be necessary.**

About Lunarch Studios

Lunarch is a small (~20 people) Canadian game developer founded in 2013 by a group of math olympiad champions, professional poker players, and MIT PhD students. We develop cutting-edge, intelligent games that leverage technology to create novel and deep experiences for smart players. Our products are ambitious, one-of-a-kind titles that define new genres and innovate in multiple directions at once. Their creation demands exceptional intelligence, creativity, and hard work.

We're the developers behind Prismata—a multiplayer strategy game that blends elements of RTS, deckbuilders, and board games. Our upcoming title (“Project Sophia”) is similarly innovative and aims to bring large-scale multiplayer gameplay to the 3D puzzle genre (Portal, The Witness, Zelda, etc.).

Lunarch is more like a tech startup than a traditional game studio. We're in a competitive space that rewards quickness and demands high-quality work that meets all requirements on the first try. Ideal candidates are exceptionally intelligent, knowledgeable about games, and highly productive. We love people who have excelled in competitions (math/programming contests, puzzlehunts, science fairs, infosec CTF, competitive gaming, poker, etc.), people with heroic academic accomplishments (awards, publications, etc.), or people with proven track records or killer portfolios (shipped games or jaw-dropping work in art/animation/audio/UI/design/etc.).

The benefits of Lunarch include an excellent work culture and high-tier compensation (aiming to be competitive with tech startups), but most importantly, you'll contribute to ambitious titles that aim to make meaningful advances to the state of the art. We operate in an ideal mid-budget space: we're sufficiently well-funded to hire the best people, do high-quality work, and promote our titles widely, but we're not constrained by the AAA need to stick with low-risk designs for mass-market audiences. **You will make an impact here.**

Contact: careers@lunarchstudios.com



UX Designer

- **Intermediate or senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking a talented UX designer (or game designer with a strong UX background) to help improve and polish the player experience of Project Sophia—a feature-rich online multiplayer puzzle game with dozens of different puzzle types and many progression systems.

As a UX designer, you'll work with our game design, programming, and art teams to develop fantastic systems for maps, quests, upgrades, player celebrations, customization, multiplayer modes, and other features, ensuring that they are intuitive to players, have good onboarding, and are meeting their player experience goals. You'll adapt and improve these features to help improve player satisfaction and retention, all while keeping an eye on the quality and design of everything player-facing in the game.

Requirements:

- Solid and proven working experience in game UX design
- Experience developing user flows for tutorials, progression systems, customization interfaces, maps, and similar gameplay elements.
- A shipped game with a complex featureset, such as a large open-world RPG, action-adventure game, or a PC/console multiplayer game
- Experience with Unreal Motion Graphics or similar tools for prototyping, mockup creation, and UI editing
- Exceptional communication skills and ability to effectively interact with other team members
- Solid experience in designing and improving UX systems from conception to release to ensure an optimum player experience in line with the creative direction

Key Responsibilities:

- Develop user flows, annotated wireframes, and in-game prototypes
- Help adapt and refine game system interactions and presentation so that they are intuitive, enjoyable, polished, and conform to design standards
- Work with our directors, artists, and sound designers to ensure that tutorials, user interfaces, celebrations, maps, quest systems, and other player-facing features all feel great, communicate what they need to, and support product goals like engagement and retention
- Leverage playtesting to make continuous game UX improvements

Contact: careers@lunarchstudios.com