Game Economist

**TabTale is currently seeking a Game Economist**to join our development team in Israel. If you have degree in Economics, Mathematics or statistics and if you are passionate about Games you will be the right choice for us!

**Responsibilities:**

* Tune new and existing features while optimizing engagement, retention, and monetization.
* Closely monitor, any with a small cross-functional production team to create and tune designs. Our ideal candidate is collaborative, analytical, and proactive. He/she should thrive in a fast-paced, dynamic environment and have a willingness to adapt and embrace design iterations. He/she must also be a passionate gamer and have strong background in mathematics.
* Analyze and respond to game play data and user feedback through the entire life cycle from development to testing to live-ops.
* Balance test new features and suggest mechanical changes to improve player experience. Tune new and existing features while optimizing engagement, retention, and monetization.

**Qualifications**:

* Experience in the world of gaming - advantage
* Relevant degree in Economics, Mathematics or Statistics - advanced grasp of Mathematics
* Experience designing and tuning free-to-play game economies and game mechanics from conception, to development, to live-ops.
* Experience with monetization and MMO / RPG / Strategy game systems.
* Ability to synthesize game-play data to optimize game balance and economies.
* Ability to effectively communicate with producers, developers, QA, and management.
* Ability to understand big picture product goals and business objectives, while having a meticulous attention to detail along the way.
* Proficient at creating numerical designs and analyzing their impact on game balance and game economy.
* Proficient with Google Sheets / Excel, and experience creating visual designs or rough mock-ups for game screens.
* Experience in designing free to play games – advantage

Please apply to tabtale.levelgd@applynow.io