Monetization designer at Multiverse ApS

Multiverse ApS is a game company located in Copenhagen, Denmark. We are developing a user created games platform called [KoGaMa](#).

- KoGaMa is a website where users can create, share and play games
- Creating and playing are enhanced by social features and multiplayer
- Games are frictionlessly shareable across the internet

We are one of the best companies in the world to combine web and games development. The result: We are enabling anyone to create games for everyone.

Currently, KoGaMa has 18 million users and they have created more than 3 million games.

The Team

The Multiverse team is a combination of young talent and veteran developers. The experience of the team ranges from AAA games such as Hitman and Max The Curse of Brotherhood to designing for Lego onto development of social media for children.

The team is uniquely skilled at utilizing the very best practices for delivering web content in terms of low friction, sharing and accessibility. The game development expertise of the team is used to create tools and game objects; enabling the KoGaMians to deliver fantastic multiplayer 3D games.

The Position

As a monetization designer you are working with KoGaMa as an economic system. Initially you will help with the redesign of the in-game economy of KoGaMa: This includes systems for currencies, progression, trading and resources. At the same time you will help explore the opportunities in the current feature set. Eventually you will be an integral part in planning new features, making sure that these will work from a monetization point of view.

You should master methods of how to structure a set of features from different perspectives, such as retention, progression and monetization. This could for instance be with dimensions for user tiers: beginner, intermediate, expert and user types: socializer, killer, achiever, trader, etc.

The Requirements

You must develop a deep understanding of how KoGaMa works and then figure out how to apply free to play systems, that not only helps monetization but also improves retention. You must have:

- a great understanding of game design.
- a mathematical approach to design and monetization design. You should be able to model in-game monetization in a spreadsheet.
- experience with analysing users data.
- work experience with free to play games.

Contact

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