

Position Summary: Filament Games is seeking a talented and bright Web Designer to join its core development team.

Qualifications: The Web Designer must be an excellent communicator, self-reliant, and self-driven. The candidate must have a B.S. or Associates degree in Graphic Design or related degree, and have at least three years of professional experience using JavaScript, HTML, and CSS. The Web Designer should have experience working with frontend functionality for dynamic websites, be proficient in creating new web page layouts by reusing existing styles and attributes, and have the ability to implement web site design in HTML and CSS.

The ideal candidate will also have experience using Drupal, Fireworks, and Photoshop. Extensive experience working on small teams or projects is a plus.

Duties: The Web Designer is responsible for creating and implementing web site designs in HTML and CSS. Other responsibilities include testing and modifying HTML & CSS for browser and standards compliance, and maintaining and updating existing websites.

Position Level: Midlevel

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

To Apply: To apply, please visit our website at www.filamentgames.com/jobs and click the "APPLY NOW" button next to the corresponding job posting and include your cover letter, addressed to Connor Hayes, and resume. Please include the responses to the questions below as well as three professional references in your cover letter. Applications that are submitted with links to online portfolios will receive extra attention.

Questions: Please respond to the following questions and include with your cover letter. Each response should be no more than one page in length, typed, or equivalent.

1. Why did you decide to go into Web Design as a career? Where do you want to be in your career five years from now? How does Filament Games fit into your long-term career goals?
2. Check out our homepage at <http://www.filamentgames.com>. Come up with your own design for it (just the homepage) and send it in with your application. If you are unable to include the response to this question in your cover letter, please upload the file in a zipped folder by using the "Upload work sample" option in the application.

Applications due: 5PM CST, March 31st

NOTE: Applications that do not include the requested information will not be reviewed.

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.

Compensation

Commensurate with experience.

Benefits

Filament Games is an awesome place to work. Why? Because we make great educational games, and that means we're changing the face of education. Our office is conveniently located on the near east side of Madison, WI, a lovely Midwestern university town. Plus, we offer competitive benefits package, flexible work hours, and a friendly work environment. So what are you waiting for? Apply today and help us craft the future of educational gaming!