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Video Game Content Designer (Contract, Part-Time)

Soulbound

London
Remote

Fixed term contract

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Job details

Job type

Fixed term contract

Location

London

Benefits

Pulled from the full job description

- Flexible schedule

Full job description

Soulbound (<https://soulbound.game/>) is a top-down pixel art MMO launching on Steam. We've had over 1 million players on browser and have completely rebuilt the game for PC — new engine, new progression system, new narrative framework. We're a remote team of ~20 building something ambitious.

We're looking for Video Game Content Designers — creative, hungry people who want to build content for a live game that reaches millions of players.

This is an entry-level role so we don't specify a degree subject, your age, or your background. We care about three things:

1. You've made stuff.

You have a portfolio of *something* you've created. D&D campaigns, Magic: The Gathering events, mods, short films, game jams, fan fiction, tabletop scenarios, art projects — anything. If you've never created anything, this isn't the role for you.

2. You're a gamer.

Not casual — you play RPGs, MMORPGs, indie games. You care about questing, narrative, story, and game design. You understand what makes a good quest, a compelling loop, an interesting encounter. Games like World of Warcraft, RuneScape, and classic top-down RPGs excite you.

3. You can learn fast and take feedback.

You can demonstrate strong critical thinking. You know how to take feedback, iterate, and improve.

What You'll Actually Do:

You'll build content for Soulbound using the most advanced content creation systems in the indie MMO space. Our tooling lets you build quests in seconds that appear in the game in real time. Within your first few days, you'll be creating content — not making coffees.

- Design and build quests, encounters, and narrative content using our proprietary systems
- Propose content ideas and pitch them to leadership
- Receive direct feedback from the creative director and leadership team
- Iterate rapidly — our systems update in real time, so you'll see your work live immediately
- Learn to write proposals and present ideas professionally .

What This Is (And What It Isn't):

This is your foot in the door in the games industry. You'll build a real portfolio working on a live game with a proven player base. You'll learn how to create, pitch, and ship content at pace. You'll get direct access to studio leadership. **This is not** a high-paying role. This is an entry level role — you're here to learn, build, and prove yourself. The games industry is brutally competitive to break into and this is a way in.

Requirements

- A portfolio of creative work — games, mods, campaigns, events, writing, art, anything that shows you can create and deliver,
- A genuine passion for gaming — particularly RPGs, MMORPGs, indie games, and top-down/pixel art games.
- Strong academic record or demonstrable critical thinking ability — university students, recent graduates, or postgrads preferred, but not required if you can demonstrate capability.
- Self-motivated and proactive — you don't wait to be told what to do.
- Thick skin — you can take direct, sometimes brutal feedback and use it to improve.
- Available to commit meaningful hours — this isn't a "check in once a week" role.

Nice to Have:

Experience with game design tools (any engine, modding tools, or level editors),

Knowledge of pixel art or top-down game aesthetics,

Experience running D&D campaigns, tabletop RPGs, or organising gaming events,

Familiarity with game design concepts (progression, quest design, encounter design, narrative)

Benefits

- Build a real portfolio on a live game with 1M+ players
- Direct access to studio founder and creative leadership
- Learn professional game design workflows — proposals, pitches, iteration
- Work with cutting-edge AI-assisted content creation tools and agents
- Flexible hours — work around your studies or other commitments
- Remote — work from anywhere
- Genuine path to ongoing roles for standout performers
- Small, fast-moving indie studio where your work ships and players actually see it

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