Games – Data Scientist

Wilmslow, Cheshire, UK

The Role

We are looking for a talented data scientist with a passion for mobile games and cutting edge analytics, to join our fast-paced studio.

The ideal candidate will be excited by the opportunity to join us on our mission to create innovative, mobile games, that engage and delight our players.

You will sit at the forefront of our analytics team, working in collaboration with our games teams, to bring positive changes to our games through data. You’ll have high levels of autonomy to give you the freedom to dig into the data and use your findings to dictate and direct your own projects. We really don’t have much in the way of red tape, so expect to start making a positive impact on our games, right from the get-go.

Day-to-day, you’ll

• Analyse player data to proactively identify and prioritise new opportunities and optimisations.
• Be the champion of these ideas and collaborate with experts from different teams in order to make them happen.
• Design multi-variant tests to prove, tune and measure your hypotheses.
• Use your expert skills to perform complex analysis of player data.
• Be able to identify, debug and solve issues with tracking, and be meticulous about the accuracy of your reports and analysis results.
• Present your findings in a clear, concise manner, that’s suitable for colleagues without expert analytical knowledge.
• Know when to employ different machine learning techniques and when to build these into production models, to close the feedback loop between our games and the analytics system. Use and tune these predictive models to help create an optimal, customised player experience, with a focus on improved key metrics.
• Be the go-to analytics expert in the studio and use your knowledge to provide advice and a data perspective to team discussions.

You have skills, like a data ninja

Your skills are wide and varied, allowing you to take on any data challenge that comes your way. If you hit a problem that your current skill set doesn’t cover, you’re quick to proactively seek out new
knowledge and techniques to lead you to the solution. You have a passion for quantitative analysis and want to use data to make a really positive difference to the studio. You have excellent communication skills and are equally comfortable conversing with high level management, as you are with members of our games teams. You have the ability to simplify complex problems to create a simple bite-size project strategy. You have strong organisational skills and are happy leading projects from end-to-end, starting right from the addition of new tracking through to the presentation of findings and recommendations.

Core Skills & Experience

- 3-5 years experience in a data science role, preferably within gaming or e-commerce
- Experience with big data technologies, such as; Hadoop, Hive, Apache Spark
- Experience with AWS products would be a bonus
- SQL, Python, R, Excel
- Predictive analytics, segmentation, AB-testing
- Strong knowledge of statistical techniques
- Visualisation software such as Tableau, QlikView, Yellowfin, Amazon QuickSight, or similar
- Experimental design
- Ability to balance multiple projects and manage changing priorities

Personal Attributes

- Intelligent
- Creative – You are able to use your creativity identify new opportunities and come up with creative solutions to problems
- Hard-working
- Organised
- Reliable
- Personable
- Low Ego

About Playdemic

Founded in 2010 by leading Games Industry entrepreneurs, Playdemic is a developer and publisher of mobile games, focussed on creating premium free-to-play game services for iOS, Android and Facebook platforms. We are a highly ambitious company committed to making chart-topping products. Our culture and values place great emphasis upon open communication, autonomy and empowerment and we offer a structured career track at all levels. We believe in encouraging people to be the best they can be and giving them the tools to achieve their goals.

Our hit game, Village Life, has been downloaded over 8 million times on iOS and Android and has been featured numerous times on the App Store. The game continues to grow and regularly appears in the top 100 grossing apps on the App Store around the world.

The Playdemic work environment is informal, relaxed and friendly. We offer flexible working, an annual bonus based on company and individual performance, a peer-to-peer review process, subsidised gym membership and complimentary fruit, drinks and snacks. We also arrange regular socials, paid for by the company.

We expect high levels of ambition and innovation from our colleagues and an ability to flourish within the dynamic entertainment industry in which the company operates.