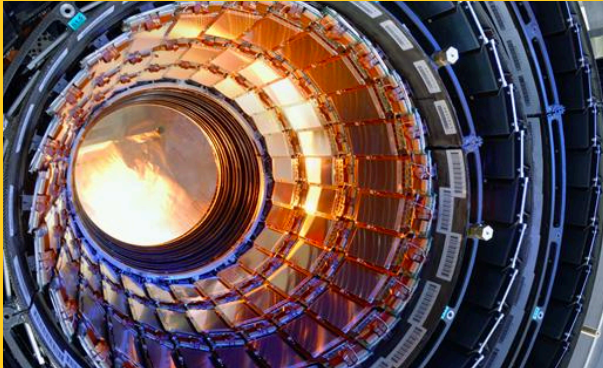# SCIENTISTS LOOKING FOR A GAME DESIGNER

How do we touch fundamental particles such as quarks or the Higgs boson?

Our team at the École Polytechnique is creating an accessible game that will allow players to experience the discovery of fundamental particles on touch-screen devices while, *above all*, having fun. After having tested a few gameplay hypotheses with small-scale prototypes, we are now looking for a game designer and producer. Our ultimate goal is to create a start-up company, in which the candidate will have the opportunity to assume a prominent role.

What will you do?

- Understand the vision of the team, from the existing prototypes
- Lead the design process from fundamental physics to an enjoyable game that can teach people real science
- Produce a first playable demo of the game
- Lay the foundations of a start-up company dedicated to recreative and scientific games and applications

What will you bring?

- Demonstrated skills in game design and production
- Good knowledge of the industry (business models, current game design techniques & tools, trends, etc.)
- Coding in C# and familiarity with the Unity engine would be a major bonus
- Interest in science, arts, pedagogy…
- French and English speaking, reading and writing

When and where will you join?

- The initial position is stationed at the École Polytechnique (Palaiseau), for one year, starting end of 2017
- Part-time involvement can be discussed

What can you do next?

- Take part in the creation of a start-up company
- Finish and ship this game, then embark on creating new ones around various scientific research areas

Applications will be accepted up to 2017, September 30th and evaluated upon reception, until a candidate is found.
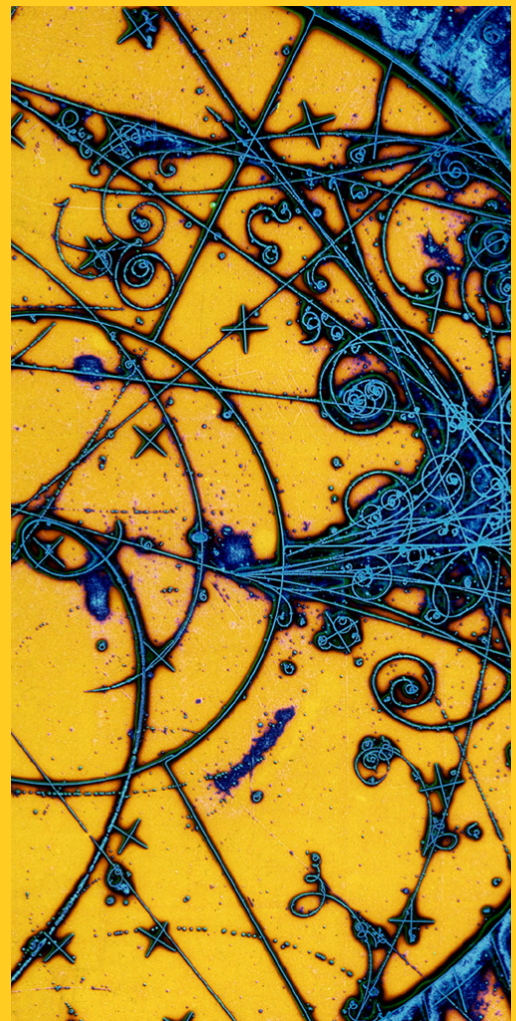
For more details or to apply, please write to **contact@quarktouch.net**
(Raphaël Granier de Cassagnac, Tony Cottrel, Yetkin Yilmaz)