

Game Studio Solutionist

Job ID

REQ-10074989

Apr 15, 2026

LOC_IE

About the Role

Key Responsibilities

- Rapidly prototype web, mobile, and game-based interactive experiences turning concepts into playable demos, functional app prototypes, and testable digital products.
- Build core gameplay and interaction systems including mechanics, progression loops, reward systems, and responsive UI/UX patterns for browser and mobile-based experiences.
- Own hands-on development and toolchain setup across modern frameworks/engines (e.g., JavaScript/TypeScript, React, React Native, Flutter, Unity, Phaser, Three.js, Babylon.js, Node.js).
- Develop cross-platform client experiences for iOS, Android, web, and emerging channels (including XR/metaverse), applying appropriate delivery models.
- Use Generative AI + in-context engineering (“vibe coding”) and AI-assisted development approaches to accelerate prototyping, feature delivery, and iteration speed.
- Integrate APIs, data services, SDKs, analytics, and backend services to enable connected experiences, dynamic content, and prototype functionality.
- Run fast experimentation cycles playtesting, usability feedback, insight generation, and evidence driven refinement to validate hypotheses and improve experiences.
- Execute structured validation and readiness work: testing across platforms, performance optimization, feasibility/architecture input, and contribution to reusable studio frameworks/components/templates; collaborate with cross-functional partners to bring concepts to life.

What You'll Bring

- Bachelor's degree in Computer Science, Game Development, Interactive/Digital Media, or related field focused on interactive/immersive experiences.
- 4–5 years' experience building interactive digital solutions, simulations, and/or game-based experiences.
- Hands-on proficiency with real-time engines or interactive development frameworks (web/mobile/game development).
- A strong prototyping mindset with comfort operating in ambiguity and rapid iteration cycles.
- Working knowledge of gameplay systems and engagement patterns (progression loops, reward mechanics, interaction design).
- Practical understanding of Generative AI and in-context engineering, including integrating AI capabilities into digital products/gameplay/workflows; familiarity with tools such as Claude Code, AWS Bedrock, Gemini Studio, MS Copilot is a plus.
- Ability to balance speed with quality, documentation, and compliance awareness; experience in regulated/highly governed environments preferred.
- Strong collaboration and problem-solving—experience working with multidisciplinary teams, including close partnership with global colleagues; interest in scientific/medical/healthcare problem spaces.

Novartis is committed to building an outstanding, inclusive work environment and diverse teams' representative of the patients and communities we serve.

Role Requirements

Why Novartis: Helping people with disease and their families takes more than innovative science. It takes a community of smart, passionate people like you. Collaborating, supporting and inspiring each other. Combining to achieve breakthroughs that change patients' lives. Ready to create a brighter future together? <https://www.novartis.com/about/strategy/people-and-culture>

Benefits and Rewards: Learn about all the ways we'll help you thrive personally and professionally.

[Read our handbook \(PDF 30 MB\)](#)

Division

DIV_IU

Business Unit

Marketing

Location

LOC_IE

Site

Dublin (NOCC)

Company / Legal Entity

IE02 (FCRS = IE002) Novartis Ireland Ltd

Functional Area

FCT_MM

Job Type

Full time

Employment Type

Regular

Shift Work

No

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