Are you **passionate about videogames?**
Are you an **avid gamer** looking for testing opportunities?
Do you want to be **paid to play avant-garde games** yet to be released on the market?
If you answered yes to any of the above, **this opportunity is definitely for you**!

Company Summary:

MoGi Group (TransPerfect Gaming Division) is an award-winning multilingual video games services company dedicated to world-class translation, localization, player support, games testing, cybersecurity, tool development, art design, and community management services. Our successful community management and player support departments support countless exciting games and titles worldwide, helping developers to manage their communities in multiple languages, while our localization department helps bring games of all genres to the world in over 50 languages.

Position Summary:

We are looking for gamers with different gaming preferences and different backgrounds from all around the world to join us in playtests, which is basically playing a game and providing feedback while performing specific tasks, giving you a chance to play games before anyone else, having your voice heard, and getting paid while you're at it!

- Participate in playtests to evaluate video games and provide feedback on the game's gameplay, graphics, sound, and other aspects, as well as the overall player experience.
- Working as part of a team by communicating and sharing knowledge via the provided chat channels.
- Following and completing checklists, documents, and surveys as required.
- Completing all other tasks that are deemed appropriate for the role and assigned under the project.

Essential skills, qualifications and experience:

- 18 years of age or older.
- Passionate about the gaming industry, with a strong understanding of video game mechanics and design.
- Excellent English communication skills, both written and verbal, to provide clear and concise feedback.
- Able to follow instructions, with strong problem-solving skills and attention to detail.
- Motivated to learn new skills while working collaboratively as part of a team.
- Working knowledge of Excel or Google Sheets.
- Flexibility to work non-traditional hours if needed.
- A high school diploma or equivalent is required (a degree in computer science, game design, or a related field is a plus, but not required).

Desired skills, qualifications and experience:

- Previous experience in playtesting, or a background in Quality Assurance or game development.
- Familiarity with bug tracking software and other tools commonly used in game development.
- Advanced knowledge of analytics and data management.

Essential for set-up:

- Own a Gaming PC that can run any current games at least on low settings
- **Processor:** Intel i5 / AMD Ryzen 5 *(or equivalent)*
- **RAM:** 8GB>
- **GPU:** 2GB> VRAM
- Own one of the following gaming consoles: Xbox Series X|S, Xbox One, PlayStation 5, PlayStation 4, Nintendo Switch
- A headset with microphone.
- A Discord account.

We also have other opportunities such as full-time or part-time Functional or Localization Game Testers in our studios around the world, as well as embedded testers within development teams for those who have specific knowledge (coding, audio design, art, etc.). To find out more, please fill out the survey in the link below and you will be contacted if your profile meets the criteria.

https://forms.office.com/r/FZFjGjACnN

MoGi provides equal employment opportunities to all individuals regardless of their race, color, creed, religion, gender, age, sexual orientation, national origin, disability, veteran status, or any other characteristic protected by local law.

We celebrate diversity as one of our core values and we have a clear goal: to be an inclusive workplace where a diverse mix of talented people want to come, stay and do their best work. Together with passionate, creative and collaborative colleagues, we are working to ensure accessibility is for everyone.