

## Game Studio Solutionist

Job ID  
REQ-10074989

3月 27, 2026

Ireland

### 摘要

At Novartis, we are reimagining medicine to improve and extend people's lives. Our work combines breakthrough science, advanced technology, and a deep commitment to patients, caregivers, and healthcare professionals around the world. Innovation at Novartis goes beyond drug discovery, it includes how we educate, engage, and enable better decisions across highly complex scientific and healthcare ecosystems.

The Game Studio Solutionist sits within the Innovation Lab (iLab), a pillar of Marketing Technology Product Management within the Integrated Marketing Organization. With a passion for innovation and game design, you will join a highly intrapreneurial team focused on accelerating emerging technologies and solution experimentation across Novartis.

This is a hands-on innovation practitioner role, responsible for rapidly translating complex problems into tangible, testable digital solutions. The Solutionist operates at speed designing, building, testing, and validating prototypes while working within enterprise quality, compliance, and security guardrails.

## 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.

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 \(PDF 30 MB\)](#)

部门  
US

Business Unit  
Marketing

地点  
Ireland

站点  
Dublin (NOCC)

Company / Legal Entity  
IE02 (FCRS = IE002) Novartis Ireland Ltd

Functional Area  
Marketing

Job Type  
Full time

Employment Type  
Regular

Shift Work

No

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function adjustKalturaPlayer() { var deviceWidth = window.innerWidth ||
document.documentElement.clientWidth || document.body.clientWidth; var mediaElement =
document.getElementById("kalturaplayer69c7374f5e622889081606"); var mediaContainer =
mediaElement.closest('.nc-kaltura-media'); var originalWidth = "1200px"; var originalHeight = "674px";
var originalWidthValue = parseFloat(originalWidth); var originalHeightValue =
parseFloat(originalHeight); var mediaType = "video"; var isResponsive = false; // Get computed styles
of the container element. var parentStyles = window.getComputedStyle(mediaContainer); var
finalWidth = parseFloat(parentStyles.width); if (finalWidth  var config = { targetId:
"kalturaplayer69c7374f5e622889081606", provider: { widgetId: "10m7rm1pm", partnerId:
"2076321", uiConfId: "55802022" }, playback: { autoplay: false, autopause: false,
allowMutedAutoPlay: false, loop: false }, sources: { options: {}, startTime: 0 }, plugins: { download: {
disable: true }, "playkit-js-transcript":{ position: "right", // Default: bottom;( ' left ', ' right', ' top ', 'bottom' ) to
enable transcript. expandMode: "over", // Default: alongside;( ' alongside', ' hidden ', 'over' )
expandOnFirstPlay: false, showTime: true, downloadDisabled: false, printDisabled: false, disable:
true } }, ui: { showCCButton: false, settings: { showQualityMenu: true, showSpeedMenu: false },
components: { fullscreen: { disableDoubleClick: false } }, uiComponents: [ { presets: ['Playback',
'Live'], area: 'BottomBarRightControls', replaceComponent: 'Fullscreen', get:
KalturaPlayer.ui.components.Remove } ] } }; config.plugins.preventSeek = { preventSeekForward:
false, preventSeek: false }; config.plugins.floating = { disable: true }; config.plugins.navigation = {
position: "right", expandMode: "over", expandOnFirstPlay: false, visible: false }; config.plugins['playkit-
js-hotspots'] = { disable: true }; config.plugins['playkit-js-moderation'] = { disable: true };
config.plugins['playkit-js-info'] = { disable: true }; config.plugins.share = { disable: true };
config.ui.uiComponents = []; config.plugins.googleTagManager = {};
config.plugins.googleTagManager.customEventsTracking = {};
config.plugins.googleTagManager.containerId = 'GTM-57RJQ5';
config.plugins.googleTagManager.customEventsTracking.custom = [];
config.plugins.googleTagManager.customEventsTracking = { preset: { coreEvents: true, UIEvents:
false, playlistEvents: false, castEvents: false } };
```

```
try { var kalturaPlayer = KalturaPlayer.setup(config); // Add the player to the global array. if (typeof
kalturaPlayerVideos !== 'undefined') { kalturaPlayerVideos.push(kalturaPlayer); } else { var
kalturaPlayerVideos = []; kalturaPlayerVideos.push(kalturaPlayer); } // Load the Player for other
media. kalturaPlayer.loadMedia({entryId: "1dgfvmafo"}); setTimeout(() => {
setupAutoPause(kalturaPlayerVideos); }, 500); function setupAutoPause(players) {
players.forEach((currentPlayer) => { currentPlayer.addEventListener('play', () => {
players.forEach((otherPlayer) => { if (otherPlayer !== currentPlayer && typeof otherPlayer.pause ===
'function') { otherPlayer.pause(); } })); }); } } catch (e) { console.error(e.message) }
```



**VIDEO**

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