

Stellenangebot vom 05.07.2019

Technical Designer (f/m/d)

Fachrichtung:	Game Designer / Level Designer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
Gehalt:	negotiable
PLZ / Ort:	10997 Berlin
Land:	Deutschland

Firmendaten

Firma:	YAGER Development GmbH
Straße & Hausnummer:	Pfuehlstr. 5
PLZ / Ort:	10997 Berlin



Ansprechpartner

Name:	Human Resources
Position:	
Straße & Hausnummer:	Pfuehlstr. 5
PLZ / Ort:	10997 Berlin
E-Mail:	contact-hr@yager.de



Job-Beschreibung



We are currently seeking a talented and experienced Technical Designer to work with us on an unannounced project. Join us in shaping the direction of the project as a driving force in Technical Design and push the boundaries to deliver a unique player experience. We're looking for people who love the idea of working together in interdisciplinary teams and in a fast-paced and professional environment.



As Technical Designer at YAGER you will:

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D-20457 Hamburg



- Work closely with Designers and Engineers acting as an interface between them
 - Implement or extend features that require work with content and script or code
 - Find solutions to complex problems and enable others to overcome technical challenges
 - Represent the tech department for game and level designers
 - Support, educate and troubleshoot. Be a go to person for various Unreal Engine related issues
 - Identify workflow issues within the design department and suggest / implement solutions
 - Be familiar with blueprint architecture and scripting guidelines and ensure that they are followed through
 - Review and improve the interface between code and blueprint functionality
 - Create gameplay prototypes and their final in-game implementation using Unreal Editor and Unreal's scripting system (Blueprint)
 - Collaborate with departmental leads and design team to develop core concepts and game content
 - Meet deadlines and manage tasks effectively
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- Document new gameplay systems
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- Collaborate with Technical Art to create the workflows and production paradigm for level building (e.g. modular systems)



Qualifications

- 3+ years of technical design experience; previous design experience on shipped AAA action game titles or Unreal Engine mobile titles
- Have a broad knowledge of Unreal Engine's gameplay systems and feature set and apply them to our games
- Strong understanding of multiplayer technical design
- Strong understanding of the fundamentals of game design
- Demonstrable success in creating compelling player experiences (game play, scenarios, activities, encounters)
- Ability to take and apply direction and work well in a team environment
- Experience with scripting languages, either visual or text based, such as Unreal's Blueprints
- Ability to communicate effectively in English, both verbally and in writing
- Passionate about videogames



Desirable skills

- Experience with level designing for cooperative multiplayer games
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- Experience with scripting network replicated actors for multiplayer games
- Experience with multiple platforms: PC, consoles, mobile

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Employment details

- Full-time and on-site
- Status: employment
- Start: asap

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Benefits

We support you all the way

Relocation bonus and ongoing support and assistance

Occupational pension scheme

☐

We care about your well-being

Flexible working hours

Fresh fruit and vegetables every day

Hot and cold beverages of your choice

In-house massage

☐

We encourage continuous learning

Extensive games/books library

Dedicated Talent Development Manager

Participation at various game conferences

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We know how to have fun

A variety of exciting Team Events

Summer and Christmas Party

Beer and soft drinks for Friday meetings



Join our Team!

If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.



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