Stellenangebot vom 10.02.2021

Lead Level Designer (f/m/d)

Fachrichtung: Art / Layout / Illustration
Art der Beschäftigung: Vollzeit
Eintrittsdatum: ab sofort
PLZ / Ort: Berlin
Land: Deutschland

Firmendaten

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

Ansprechpartner

Name: Human Resources
Position:
Straße & Hausnummer: Pfuelstr. 5
PLZ / Ort: 10997 Berlin

Job-Beschreibung

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Our team is looking for a talented Lead Level Designer for our unannounced co-op third-person shooter. In this role, you will be responsible for leading and mentoring a highly motivated team of level designers and support them in the creation of high-quality game environments, as well as be a driving force of great level design.

We believe the best games are made by diverse teams and welcome applicants from all backgrounds.

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Seite 1 von 2

Responsibilities

- Overseeing the entirety of the game's world and level designs
- Function as the level design department lead, responsible for managing our level designers, defining a coherent design culture and processes across teams, and representing the department to other departments and stakeholders
- Work with the creative director and other department leads to realize the project's creative vision
- Providing feedback and practical mentoring to team members to foster their development as level designers and developers
- Leading by example: ability to create great game levels, spaces, and gameplay scenarios (on paper and in-engine) that exceed player expectations
- Establishing level design quality benchmarks and guiding the team in reaching them
- Collaborate with Technical Art to create and continuously improve workflows and production paradigms for level building (e.g. modular systems)

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Qualifications

- 5+ years experience as Level Designer
- 2+ years experience as Lead Level Designer
- Deep understanding of level design principles for co-op action games
- Shipped at least 1 action game as senior or lead level designer
- Excellent verbal and written communication skills in English
- Extensive experience with modern 3D game engines and related editing tools
- Strong problem solving skills

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Desirable skills

- Extensive experience with the Unreal Engine
- Scripting experience, for example with Unreal Blueprint

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Employment details

- Full-time
- Status: employment
- Start: as soon as possible

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