

Joboffer dated from 04/29/2019

Level Designer

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	2516 AH Den Haag
Country:	Netherlands

Company data

Company:	Paladin Studios
Street address:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag



Contact Person

Name:	Sacha Blom
Position:	Marketing & Recruitment Coordinator
Street address:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag
E-mail:	sacha@paladinstudios.com

Job description

Due to our recent successes, we are looking to grow the team with an experienced level designer. This role will play a critical part in the development of a new console game, our most ambitious project to date.



Mission

Level design is where the rubber hits the road. The level designer creates high quality levels that provide a great player experience. They make sure that the games' levels and content align with the vision, that the levels hit the "sweet spot" between challenge and ease-of-use, and most of all that the levels have a "spark" of awesomeness that creates pleasant surprises

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and memorable moments.□

□

Outcomes

- Great game experiences that invite players to embark on a remarkable and memorable journey.
- Innovative levels that challenge and delight the player.
- Excellent teamwork within a multidisciplinary team of artists, programmers and other designers.
- Level designs that seamlessly weave the narrative, themes and mechanics of the game together to create a compelling and engaging gameplay experience.
- Single levels from early concept to final product, in line with the production and design pipeline.
- Sets of levels from early concept to final product, that create an intuitive difficulty flow throughout the entire game and that aligns with the player's incremental mastery of the game.□
- Concise and clear documentation that communicates well and resonates with the game's vision.
- Active contribution to other facets of game design and game production.
- Active contributions to the design team with feedback and other improvements.□

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Role Based Competencies

- Strong UX and level design skills.
- A deep understanding of the technical and creative level design process.
- Hands on experience with Unity or similar game engines.
- Excellent communication skills, and the ability to work well in a team
- Creativity, foresight and imagination to flesh out a game's content in its whole.
- Ability to "step into the player's shoes" and a strong focus on the User Experience.
- Ability to deliver high quality work within allocated timelines.

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Qualifications□

- A strong passion for making and playing games.
- 2+ years of game design experience, with experience in level design.□
- Experience as a level designer on multiple shipped products.
- Excellent verbal and writing skills.
- Outstanding presentation and communication skills.
- Read, write and talk excellent English.
- Able to work 40 hours per week at our office in The Hague
- Understanding of Dutch is a plus

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Cultural Competencies

Paladin has six core values that we're looking for in team members: ☐

- **Synergy:** We combine our individual strengths to achieve our goals.
- **Kaizen:** We make positive changes on a regular basis.
- **Spark:** We leave a mark, providing a positive experience for everyone involved.
- **Wholehearted:** We love the work we do, and we commit to our work.
- **Adventure:** We go off the beaten tracks.
- **Autonomy:** We make decisions and take responsibility for our actions.

☐

We Offer

- Diverse and challenging projects
- A place in a highly motivated and skilled team and an ambitious company
- Positive, healthy work environment
- Coaching and plenty of opportunities for personal development
- A high degree of freedom and responsibility
- Competitive salary and benefits

☐

We work in autonomous development teams of 6-12 people. This ensures tight communications, a real sense of ownership and truly agile development.

In our weekly round table meetings, all aspects of the company are discussed. We believe in transparency and autonomy, and this creates a high degree of freedom and responsibility. (Note that this is not for everyone, so please only apply if this concept appeals to your inner pirate!).

For more information, see ☐ paladinstudios.com ☐ and ☐ paladinstudios.com/blog.

About Paladin Studios

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We create games that make people smile – be it a sweet twinkle, loud laugh, or evil grin.

Paladin is a game developer based in The Hague, The Netherlands. We are a team of 55+ knights, and growing fast. Our mission is to create games with a spark for players all over the world. We achieve this goal by being a world-class game studio with soul, that brings out the best in people. That means a studio filled to the brim with creativity, professionalism, and good vibes.

Some of our recent games include: ☐

- [Stormbound](#) ☐ Tactical CCG combat with beautiful visuals

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- [My Tamagotchi Forever](#) – The 90s reborn on your smartphone!
- [Amazing Katamari Damacy](#) – Endless roller based on the cult hit
- [Momonga Pinball Adventures](#) – An epic pinball adventure
- [Galaga Wars](#) – The classic arcade hit re-imagined

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We are currently working on our next generation of games, focusing on console, PC and mobile platforms.□

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How to apply

Does this sound good? Awesome! To apply, please fill in the [application form here](#). First come, first serve. Please link to your portfolio and CV, or add them as attachments.

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