

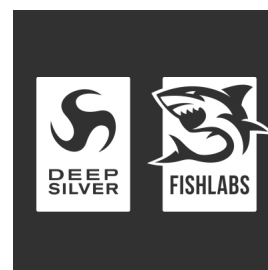
Joboffer dated from 05/29/2019

Senior World Designer (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	
Country:	UK

Company data

Company:	Deep Silver FISHLABS
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg



Contact Person

Name:	Christoph Hillermann
Position:	Director Human Resources
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg
E-mail:	jobs@dsfishlabs.com

Job description

Your Crew

You will be part of a small World Design team that is working on a state-of-the-art 3D SciFi game in a positive and productive environment. Your team consists of Game Designers and Programmers who all share one common goal: To create an outstanding gaming experience in a vast and rich SciFi universe on consoles and PC.



Your Mission

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Conception of a gameworld for a new, hitherto unannounced game

- Develop high-level concepts for open-world levels, mission flow, player motivation, pacing and player guidance throughout the gameworld
- Cooperate with narrative design and art to develop and prototype the environment to produce a captivating world and locations, encouraging exploration and discovery
- Bring open-world areas and sub-levels through every phase of development from concept to final polish: blocking out, building, scripting, adding events, dressing and fine-tuning
- Collaborate with all other disciplines to guide, form and refine all aspects of the game into a dense and coherent game world
- Devise creative solutions to gameplay and balancing issues
- Control the accessibility, understanding, and level of difficulty of the gameplay areas you are working on.
- Aggregate and evaluate user feedback and iterate issues proactively
- Produce and take ownership of design specs, balance spreadsheets, and other game documentation
- Champion and communicate your designs to the rest of the team

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Your Skillset

- At least 5 years of work experience as a Game Designer in the games industry
- Participation in all relevant phases and stages of the production of at least 2 finished and released video games
- Experience in envisioning, communicating and creating engaging game worlds
- Strong visual storytelling skills and an excellent understanding of 3D game spaces
- An eye for composition and cinematography as well as the ability to envision, communicate and create appealing locations and environment
- Excellent understanding of level design fundamentals: learning curves, means of player direction, difficulty levels, balancing, pacing, motivation and reward cycles, accessibility, etc.
- High capacity for teamwork and excellent communication skills
- Self-contained way of working and high level of self-motivation
- Positive work attitude and ability to give as well as receive objective criticism
- Basic knowledge of game and graphic engines and preferably professional production experience in Unreal 4.
- Very good command of the English language (both written and spoken)
- Experience in the development of console games

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Mission Support

We are just as passionate about our games as we are about their creators (Could that be you?!). Your job comes with personal responsibility, freedom and short decision-making routes. And most importantly - A motivated, international team full of fellow gamers.

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The studio is located in a bright, modern office, right in the center of Hamburg. With a selection of benefits for all our staff: Including discounted gym membership, fresh fruit and a variety of free drinks. A healthy work-life balance is important to you? For us too! That's why we are also awarded as a family-friendly workplace. Coming from abroad? No problem! We also offer relocation packages.

Sounds good? Take a look here: www.dsfishlabs.com

Did we spark your interest? We are looking forward to your application. Simply click [here](#) and apply with just one click by linking your LinkedIn Profile or uploading your CV.

If you have any further documents which you think might be worth sharing to underline your background and talents, we are happy to receive them as well. If you have questions regarding the application just drop us an e-mail at jobs@dsfishlabs.com. An application via our [online tool](#) is preferred.

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