Joboffer dated from 05/27/2021

Lead Level Designer (f/m/d)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	Berlin
Country:	Germany

Company data

Company:	**YAGER Development GmbH**
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin

YAGER

Contact Person

Name:	Human Resources
Position:	
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin

YAGER

Job description

☐

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.

☐

Games-Career.com is a service provided by:

QUINKE
NETWORKS

Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

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)

☐

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

☐

Desirable skills

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

☐

Employment details

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

☐