

Joboffer dated from 11/05/2021

Technical Designer (f/m/d)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

Company data

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



Contact Person

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



Job description

We are currently seeking a talented and experienced Technical Designer to work with us on one of our projects. 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

- 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

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- 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
- Document new gameplay systems
- 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

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

Employment details

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

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, fitness Club membership, monthly company events, Berlin public transportation Jobticket

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We encourage continuous learning

Extensive games/books library, dedicated Talent Development Manager, participation at various game conferences

We know how to have fun

A variety of exciting Team Events, regular in-house social events, summer and Christmas Party, beer and soft drinks for Friday meetings

If this sounds exciting to you, and you love to work in a creative environment with people who are passionate about their work, we are looking forward to get to know you!

Join our Team!

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