

Joboffer dated from 08/10/2022

## Level Designer - God Game Fata Deum

Field: Game Designer / Level Designer  
Type of employment: Full-time  
Entry date: 10/01/2022  
Salary: negotiable  
Zip Code / Place: 41363 Jüchen  
Country: Germany

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### Company data

Company: **42 Bits Entertainment**  
Street address: Bedburdycker Straße 42  
Zip Code / Place: 41363 Jüchen



### Contact Person

Name: Christoph Schulze  
Position: CEO  
Street address: Bedburdycker Straße 42  
Zip Code / Place: 41363 Jüchen  
E-mail: jobs@42bits-entertainment.com



### Job description

#### THE GOD GAME GENRE NEEDS YOU!

#### YOUR MISSION – LEVEL DESIGNER

42 Bits Entertainment is seeking a talented **Level Designer** for the development of their **god game Fata Deum**.

As a **Level Designer** you have **great passion** for games and its development. You are **experienced** in the use of **game engine toolsets** such as **Unity**. You will have a **strong responsibility** on various development steps related to **level design**.

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## YOUR RESPONSIBILITIES

- **Design complete maps** that are the foundation for great gameplay
- Work with the **AAA tool World Creator** to create maps procedurally in real-time
- Design smaller environments manually and integrate these into your maps
- **Conceptualize, prototype, build, decorate, script, and optimize** maps for the game
- Create **amazing cutscenes** / images based on your very own maps
- **Collaborate with the team** to create engaging gameplay scenarios
- **Contribute to the overall game** wherever you like

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## YOUR PROFILE

- **Enthusiastic gamer** with a **passion for game development**
- **Strong knowledge** of Game/**Level Design** fundamentals
- **Experienced** in working with game engine toolsets (best: Unity)
- Ability to **work well independently** and **within a team**
- **Strong portfolio** on already designed maps or similar work results
- **Experienced in developing** a game
- Willing to **relocate to the area around Jüchen**, Germany
- **Fluent** in written and spoken **English**
- **Experienced** with **Unity** is a plus
- **Experienced** with **World Creator** is a plus
- EU citizen or a valid **working permit** for **Germany** is required

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## WHY 42 BITS ENTERTAINMENT?

### MAKE AN IMPACT

You **take responsibility** of **key aspects** of our god game Fata Deum.

Instead of being just a small wheel in a big company **each of your decision matters!**

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### GROWTH OPPORTUNITIES

Becoming a part of a small but growing indie developer **provides great career opportunities.**

**Become part of the core team**, learn from experienced game developers, work with **uptodate and AAA-quality toolchains** and grow with us!

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### *BECOME INDIE*

You work in a small indie developer company with an open feedback culture.

**Flat hierarchy, fast decisions, fast iterations, no politics: just pure game development!**

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### *WORK-LIFE-BALANCE*

We offer **flexible working hours and an inspiring and ergonomic work environment.**

In addition, **livelihood is inexpensive** around Jüchen, while nearby cities like Düsseldorf, Cologne, Neuss and Mönchengladbach have a **lot to offer in your free time.**

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### *DOGS!*

We are a **dog-friendly company!** Wuff!

And coffee and water are free!

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