



## **Level Designer**

### **Job Purpose**

Create and implement design elements into the game while working in a collaborative multidiscipline team.

### **Responsibilities**

- Create and improve game levels and worlds to ensure optimum playability.
- Participate in the creation, documentation, and tuning of the level to provide gameplay experiences according to the design and creative vision of the project.
- Understand and apply appropriate difficulty, pacing, and flow within levels, and leverage emotional reactions from players through design.
- Collaborate constructively with the Level Art team to realise a cohesive game space in accordance with the design and artistic vision of the project.
- Work closely with the Technical Design team when developing new features or tools by contributing to the design and testing process with constructive feedback.
- Understand and apply guidelines for creating engaging level layouts to support specific gameplay rules or playstyles.
- Understand and apply data analysis as part of the team's design process.
- Plan, estimate and prioritise time frames for completion of tasks and track progress using the designated tracking tools.
- Create and maintain any relevant documentation as part of the design process.
- Collaborate with quality control teams as part of the debugging process by sharing relevant information and resolving any reported issues.
- Participate in the playtest process by observing and analysing player actions to generate feedback that contributes to the iterative design process.
- Communicate and collaborate with key stakeholders to confirm task direction and consistency of your work.
- Understand and apply Rational Level Design theory in your design content.

## **Skills and Knowledge**

- Strong knowledge of industry standard level editors (such as Unreal, Unity, etc.).
- Familiarity of visual scripting interfaces (such as Blueprints, FlowGraph, etc.).
- Ability to clearly express and present ideas.
- Analytical and problem-solving skills.
- Proactive to make informed decisions autonomously.
- An awareness of player motivations and psychology.
- Familiarity with data management software (such as Perforce etc.).
- Awareness of video game development processes is essential.
- Knowledge of gameplay requirements and game design.

## **Relevant Experience**

- Bachelor's degree in game / level design, or equivalent experience
- Experience in game / level design