



Junior Level Designer

Job Purpose

Assist in the creation and implementation of design elements into the game while working in a collaborative multidiscipline team.

Responsibilities

- Create and improve game levels and worlds to ensure optimum playability with support from team members.
- Participate in the creation, documentation, and tuning of the levels in accordance with the creative vision of the project.
- Understand and apply appropriate difficulty, pacing, and flow within levels.
- Collaborate constructively with the Level Art team to realise a cohesive game space in accordance with the design and artistic vision of the project.
- Assist the Technical Design team with feature developments by contributing to the design and testing process.
- Understand and apply guidelines for creating engaging level layouts to support specific gameplay rules or playstyles.
- Estimate time frames for the completion of your tasks and track progress using the designated tracking tools.
- 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 assisting to resolve 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.
- Develop an understanding of Rational Level Design theory and apply to your design content.

Skills and Knowledge

- Knowledge of industry standard level editors (such as Unreal, Unity, etc.).
- Familiarity of visual scripting interfaces (such as Blueprints, FlowGraph, etc.).
- Communication skills and organisational abilities.
- Ability to clearly express and present ideas.
- Awareness of player motivations and psychology.
- Awareness of typical video game development processes.
- Basic knowledge of gameplay requirements and game design.

Relevant Experience

- Bachelor's degree in game / level design, or equivalent design training experience.
- Design content from at least 1 game creation software or project, or other relevant game creation experience.