Senior Level Designer

Job Purpose

Work within a multidisciplinary team to create and implement design elements into the game while acting as a reference for team members on the project.

Reports To

Lead Level Designer

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;

- Share knowledge within the team and mentor more junior level designers;

- Be a reference for the team in relation to level design and find solutions to complex issues that arise;

- Set and share best practices, production pipelines and workflows;

- Understand and apply appropriate difficulty, pacing and flow within levels, and leverage emotional reactions from players through design;

- 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 within the game to support specific gameplay rules or playstyles;

- Produce planning schedules that prioritise responsibilities with accurate time estimations;

- Understand and apply data analysis as part of the teams design process;

- Plan, estimate and prioritise time frames for completion of tasks and track progress using the designated tracking tools;

- Contribute to the definition of improved quality benchmarks and best practices in the team's level design content in accordance with the project's creative vision;

- Create improved document frameworks or templates for the Level Design team and update any relevant documentation as part of the design process;

- Collaborate with quality control teams as part of the debugging process by sharing relevant information, coordinating issue responsibility 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 work for the team;

- Understand Rational Level Design theory, contribute to the creation of RLD guidelines and advocate for the implementation of level design content accordingly;

- Assist the Lead Level Designer with regular reviews of level design content, providing feedback in line with the creative vision and best practices;

- Support the Lead Level Designer in any ad hoc tasks and duties.

Skills and Knowledge

- Strong knowledge of visual scripting interfaces (such as Blueprints, FlowGraph, etc.);

- Understand how to maximise the use of the level design tools and software as part of the production pipeline and workflow;

- Good knowledge of Microsoft office suite software (such as Word, Excel, Powerpoint, Visio etc.);

- Strong knowledge of 2D and 3D design tools (such as Sketchup, Maya, 3DSMax, Photoshop etc.);

- Strong knowledge of industry standard level editors (such as Unreal, Unity, etc.);

- Excellent interpersonal and communication skills;

- Ability to clearly express and present ideas whilst inspiring others;

- Solid analytical and innovative problem-solving skills;

- Adaptability and proactivity to make informed decisions autonomously;

- Excellent organisation skills with attention to detail;

- Familiarity with data management software (such as Perforce etc.);

- Strong knowledge of the video game industry and awareness of typical video game development processes is essential;

- Good knowledge of Rational Level Design theory is essential;

- In depth gameplay and game design knowledge;

Relevant Experience

- 5 year's minimum experience in Level Design or other relevant experience;

- Bachelor's degree in Game or level Design or other relevant training;

- Has shipped at least 3 games, preferably on a 'AAA' console title.