Level Designer

Job Purpose

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

Reports To

Lead Level Designer

Responsibilities

- Design and implement game levels that meet the style, quality standards and timelines of the project;

- Participate in the creation, documentation and tuning of the level to provide gameplay experiences according to the design and creative vision of the project;

- Apply a notion of appropriate difficulty, pacing and flow within game levels, and how to leverage emotional reactions from players through design;

- Assist in the testing of new features and tools developed by the Technical Design team and provide them with relevant feedback;

- Understand and apply guidelines for creating engaging level layouts within the game to support specific gameplay rules or playstyles;

- Contribute to the creation of planning schedules to prioritise responsibilities and estimate time commitments;

- Track and update the progress of day-to-day tasks using the designated tracking tools;

- Adhere to quality benchmarks and best practices in level design content in accordance with the project's creative vision;

- Create and update relevant documentation as part of the design process;

- Work with quality control teams as part of the debugging process by communicating relevant information to work towards resolving reported issues in level designs;

- Understand Rational Level Design theory, contribute to the creation of RLD guidelines and implement content accordingly;

- Participate in regular reviews of level design content with the Level Design team to generate feedback in line with the creative vision of the project;

- Understand the playtest process, observe and analyse player actions in the game to generate constructive feedback;

- Make informed decisions with support from senior team members in their day-to-day work;

- Communicate vertically and horizontally within the team in a clear and professional manner;

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

Skills and Knowledge

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

- Understand how to use 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.);

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

- Good knowledge of an industry standard level editor (such as Unreal, Unity, etc.);

- Solid communication and interpersonal skills;

- Ability to clearly express and present ideas;

- Solid analytical and problem-solving skills;

- Adaptability and proactivity;

- Solid organisation skills with attention to detail;

- Solid understanding of the consumer needs and market trends.

Relevant Experience

- Experience in Level Design or other relevant experience;

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