



Senior Level Designer

Job Purpose

Work within a multidisciplinary team to create and implement design elements 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.
- 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.
- 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 in 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.

- 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.
- 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 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.

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 while inspiring others.
- Solid analytical and innovative 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.).
- Strong knowledge of the video game industry and awareness of typical video game development processes is essential.
- In depth gameplay and game design knowledge.

Relevant Experience

- Bachelor's degree in game / level design, or equivalent experience.
- Experience in game / level design on at least one AAA title.