

Level Designer

Hiring organization

Funsolve Limited

Description

We're looking for an experienced and dedicated level designer to join our team in creating an awesome console and PC videogame. You will be a credited level designer on at least 2 game projects and ideally one of these would have been for a console and would have involved 3rd person exploration and/or platforming.

Date posted

November 11, 2019

Roles & Duties

- Reporting to Lead Designer on Level Design objectives.
- Establish level design rules and guidelines
- Designing levels involving a range of difficulties and mechanics
- Develop and maintain Level gameplay.
- Work closely with art & code team on design and tool chain for levels.

Skills & Expertise

- Excellent at generating ideas for level-based gameplay and structure around a core theme
- Able to communicate ideas and champion the experimentation of it
- Confident to test and throw away ideas that do not work
- Superb organisation of ideas into design specification; maps, charts and tables for game structure
- Understands player difficulty and can provide solutions in catering for this.
- Can evangelise a level design, objectives and purpose.

Personal Attributes

- Ability to critique and provide constructive feedback.
- Able to work with a team across multiple disciplines.
- Excellent oral and written communications.
- Able to sympathetically identify potential problems and create practical solutions.
- Understand other departments needs and requirements suggest improvements

Job Benefits

- We operate a 1 hour Flexible Working Time
- Nest Pension Scheme
- Private Health scheme
- Free Parking
- Breakfast, fresh fruit, hot drinks, snacks provided
- Walking distance to brand new retail park with restaurant and sports facilities

Contacts

We are currently not accepting applications from agencies for this role. Only Direct Applications please.