



Senior Level Designer [Far Cry Brand] (f/m/d)

Berlin - Full-time - 743999688654208

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The Senior Level Designer will create the game levels and create and/or implement the game-play situations based on the creative vision.

Responsibilities:

- Understand the part that his/her level plays in the overall game experience based on the creative/level-design director's vision
 - Be familiar with the script and, more specifically, with the episodes in his/her level so that the story remains coherent by working with the narrative team
 - Prototype the environment, establish the layouts, and suggest ways of using the interactive and non-interactive elements to create the desired emotions
 - Communicate the results of the prototype to the other crafts in order to validate the intentions and have the technical level design director assess the technical feasibility and the quality of the maps (level design director)
 - Work in collaboration with the level artists to ensure that the playability of the level and the graphic elements support each other
 - As the project progresses, integrate the elements produced in the map (new game play, AI, sound, etc.)
 - Control the accessibility, understanding, and level of difficulty of the level
 - Correct the level design bugs entered into the database by testers
 - Work close with junior level designers for close mentoring
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- Ability to work well as part of a team
 - Creativity, ability to challenge the player
 - Critical and analytical sense
 - Structure and rigour
 - Ability to put oneself in the player's shoes
 - Minimum 6+ years' experience in video action game level design and production or equivalent
 - Minimum one shipped AAA action game in a level design position

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking

forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.bluebyte.de and www.ubisoft.com.