



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

Berlin - Full-time - 743999692165185

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The 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
 - 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
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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 5+ years' experience in video action game level design and production or equivalent
 - AAA action game level design experience

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.