



# Senior Level Designer [Beyond Good and Evil 2] (f/m/d)

**Mainz - Full-time - 743999710655495**

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Beyond Good & Evil 2 is an action-adventure sci-fi RPG and set in the same universe as Ubisoft's original cult classic. Join the crew at Ubisoft Mainz to help us create engaging and entertaining environments that push design forward and accentuate the gameplay, story and emotional depth of the game.

As a Senior Level Designer you will work closely with the Content Director & Level Art team to help create the game world and shape gameplay based on creative vision.

Your main responsibilities are to:

- Understand the part that his/her levels play in the overall game experience based on the Content Director's vision
  - Contribute to the creative process through original ideas and inspiration.
  - Be familiar with the functions his/her levels will fulfill within the broader narrative of the game
  - Create levels from blockout through final set dressing and lighting.
  - Gather art, design and playtest feedback and translate it into iterative improvements.
  - 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 team assess the technical feasibility and the quality of the levels
  - Work in collaboration with the level artists to ensure that the playability of the level and the graphic elements support each other
  - Take design responsibility
  - Strong sense of level design, scale, pacing, and gameplay flow
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- Minimum 5+ years' experience in video game level design and production or any other relevant experience
  - Portfolio of work demonstrating strong proficiency as an Environment Artist and/or Level Designer

- Ability to work well as part of a team
- Creativity, strong visual aesthetic and ability to challenge the player
- Critical and analytical sense
- Structure and rigour
- Ability to put oneself in the player's shoes
- Good English skills (verbal & written)
- Meeting deadlines

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, and why you would like to join us.

For further information, please check <https://mainz.ubisoft.com/en/>