



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

Mainz - Full-time - 743999713192429

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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 Level Designer you will be responsible for creating game levels and implementing gameplay situations based on the creative vision. You will drive the game's vision by building levels and work with others to achieve a consistent flow throughout all levels built for the game. You understand and apply the narrative and emotional ambition for the environments you are responsible for.

Your main responsibilities are to:

- Create immersive gameplay scenarios that support and enhance the core mechanics and creative vision of the game
- Guide a multidisciplinary pod to take your levels from concept to final polish
- Ensure a memorable game where form follows function through close collaboration with Level Art, Narrative and other disciplines
- Collaborate with Game Designers to define and tweak game mechanics
- As the project progresses, integrate the content produced by other disciplines for your designs into the game engine (new gameplay elements, AI, sound, etc.)
- Conduct gameplay evaluations with the team providing feedback and suggestions to help fine tune and improve the game
- Locate and fix bugs in both your own and your colleague's work
- Coach less experienced members and share best practices
- Support the Lead Level Designer in any ad hoc tasks and duties
- Manage the levels through the full cycle of production from conception to finalization
- Maintain and balance the readability, difficulty and accessibility of the levels

- Several years of experience in game development and track record of amazing games
- Ability to create fun and exciting levels using a complex array of mechanics
- Excellent sense of 3D game space and environmental story telling
- Expert knowledge of level design rules and practices
- Familiar with large scale level design production workflows
- Familiar with indoor and outdoor level design
- Creativity, ability to challenge the player
- A passion for creating worlds and a love for games
- Experience with various level editors to create levels in AAA environment
- Portfolio with examples of your previous work/projects
- Experience in and passion for Open World games is a bonus
- 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/>