



Technical Game Designer [Avatar Frontiers] (f/m/d)

Düsseldorf - Full-time - 743999758446752

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Avatar: Frontiers of Pandora

As part of Avatar Frontiers of Pandora, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is a unique opportunity to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment.

What You'll do

As our new Technical Game Designer you will be involved in designing as well as practical implementation of various behavior of NPCs into the game based on the creative vision.

You leverage your technical skills to work with the Snowdrop engine and editor and help to create a wide range of enemies and non-hostile NPCs that contribute to an outstanding player experience.

- Designing enemy archetypes as well as creatures and non-hostile characters
- Tracking and maintaining NPC quality
- Defining QA requirements and testing setups
- Collaborating with developers to define and realize the combat core loop
- Taking NPCs from design to release quality and implementation
- You'll work in-engine; tweaking, scripting, and tuning features, and helping define what tools you need to do so
- Collaborate with the level, narrative and gameplay teams to identify dependencies and requirements.
- Anticipate technical challenges and integrate gameplay features into the behavior of NPCs within the nodes and behavior trees.
- Maintaining and evolving the overall gameplay vision together with the Game Director, Lead Game Designer, and the rest of the Design Team.
- Maintain good communication with gameplay and content teams to build towards a high-quality product

What you bring

You are passionate about games, game-dev, and the craft of game design. You're proactive and offer creative solutions in the pursuit of your clearly defined goals.

You should also be comfortable working within a multidisciplinary team, where you are expected to contribute with your expertise to achieve the highest quality possible.

You have high standards in everything you do, and a devotion to creating the best possible player experience.

- 3+ yrs experience working with enemy AI/NPCs in a story-driven open-world game.
- You shipped at least 1 AA or AAA game and have been part of the whole development cycle.
- You have a solid technical foundation to get quickly onboarded with complex systems.
- Passion for playing and making games, especially RPG and Action-Adventure games.
- Knowledge of an iterative development process and rapid prototyping.
- Knowledge of node-based tools/engines and/or programming/scripting.
- Solid knowledge of level design fundamentals.
- Fluent in English, both verbally and written
- You are a strong team player that can easily communicate on an international level

What we Bring

We offer a highly motivating opportunity 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.

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

PORTFOLIO

For us to review your application it would be great to see a portfolio of your work together

with your application.

For further information please check:

- www.bluebyte.de
- www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/