



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

**Mainz - Full-time - 743999799335944**

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The Senior Level Designer will work closely with the Content Director & Level Art team to create the game levels and/or implement the gameplay situations based on the creative vision.

## What you will do:

- 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

## What you bring:

- 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 rigor
- Ability to put oneself in the player's shoes

- Good English skills (verbal & written)
- Meeting deadlines

## Your benefits

- Relocation support: We offer financial support in form of a cash allowance and assistance with accommodation search via our relocation partner. For international candidates we offer visa assistance.
- 26 days paid vacation per year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve, as well as approximately 12 bank holidays in the Mainz region.
- Flexible working hours: We have core working times between 10:00 AM - 04:00 PM and the distribution of the other hours is up to you.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Self-study and training hours (half a day per month): You have access to our in-house library
- Company pension scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect.
- 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€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- Borrow a bike for free: Discover the city from a new perspective.
- English and German classes for free. The main language in the studio is English.
- Free fruit, vegetables, coffee, tea and water. Enjoy some vitamins and beverages in our office.

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.

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