

Level designers understand what makes good gameplay. They design the game – but only a portion of it, normally referred to as a 'level'. They take the specification defined by the gameplay designer, and get into the details - the actions, events, objects and environment.

KEY RESPONSIBILITIES

- Work closely with Senior Designers to deliver world-class gameplay experiences.
- Research subject matter relating to the design objective to ensure the authenticity of the experience.
- Implement the team's vision for the game levels.
- Play builds of games in-progress and provide prioritized, constructive feedback.
- Work with teams throughout development to help create levels that meet team expectations.

QUALIFICATIONS

Required

- Practical understanding of the design process including level design, weapons, AI, controls, UI, etc.
- Working knowledge of GSC, C++, C#, Lua, or another scripting language
- Excellent verbal and written communication skills
- Must work creatively in a demanding technical environment.
- Can quickly learn and master new tools and implementation techniques.
- Absolute passion for playing and making the industry's best videogames.