

A developer in this role serves as a key part of the quest design team with a focus on creating levels for directed story content, including gameplay moments, combat encounter design, and scripting. Collaborating with the Lead Quest Designer and Lead Narrative Designer, this role will work closely with writers, level architects, cinematic designers, combat designers and other disciplines to design the level's gameplay workflow and establish best practices for story content creation on a new, industry-leading engine

KEY RESPONSIBILITIES

- Implement engaging stories and gameplay in our proprietary toolset using a visual scripting language
- Build consensus on the feature set execution across disciplines
- Support the leadership team in establishing and role modeling positive processes
- Help the Lead Quest Designer define quality standards for the team through hands on execution and documentation
- Mentoring more junior members of the team to help them grow in their careers.
- Help determine the optimal workflow for content creation
- Work with the tools team to identify the ideal toolset with which to create content

QUALIFICATIONS

Required

- 4+ years related experience
- Broad gameplay design knowledge
- Ability to drive collaboration and consensus across multiple disciplines
- Strong organization, verbal, and written communication skills
- Deeply creative with a great sense of what makes gameplay fun
- Excellent sense of gameplay pacing and level design skills
- Comfortable with a development schedule that is playtest-driven and focused on iteration and polish