



Level Designer [Avatar Frontiers] (f/m/d)

Düsseldorf - Full-time - 743999754766167

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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 Level Designer you will be involved in creative design and practical implementation of game levels based on the creative vision.

You will use your experience and technical skills to create 3D spaces, terrain and encounters to craft a living and believable game world.

- Create fun levels, landmarks, and environment layouts
- Develop a solid design documentation for your level progression (flow), layouts and 3D block-outs
- Prototype and iterate your levels through the full cycle of production from concept to polish
- Maintain and balance the flow, difficulty and guidance of your levels.
- Anticipate technical challenges and integrate gameplay elements as they delivered (AI, sound, LD ingredients, etc.)
- Collaborate closely with Level Artists to ensure the quality of your level and that it matches with the creative vision of the game
- Maintain good communication with gameplay and content teams to build towards a high-quality product
- Prototype and iterate on your levels to playtest out new ideas, gameplay systems and modes
- Prototype the environment, establish the layouts, and suggest ways of using the interactive and non-interactive elements to create the desired emotions

What you bring

Our new team member would have a high degree of self-motivation and initiative. You'll be able to communicate well and have a keen eye for Art.

As a passionate and valued lead animator on the team you will be positive and forward

thinking and be able to anticipate the needs of your project.

- 2+ years of experience in game development and at least one shipped title
- Ability to create fun and exciting levels using a complex array of mechanics
- Good sense of 3D game space and environmental story telling
- Familiar with indoor or outdoor level design
- Solid knowledge of level design fundamentals
- Fluent in English, both verbally and written
- Creativity, ability to challenge the player
- Experience with various level editors and scripting tools
- Good communication skills
- Passionate and enthusiastic about games
- Portfolio with examples of your previous work/projects
- Experience with open world games is a plus
- Knowledge of any scripting language or programming skills a plus

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

For further information please check:

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