



# Technical Level Designer [Assassin's Creed VR] (f/m/d)

**Düsseldorf - Full-time - 743999804752350**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999804752350-technical-level-designer-assassin-s-creed-vr-f-m-d-?oga=true>

You will join one of the largest teams of VR experts globally working on this critically acclaimed IP with an enormous and passionate fanbase in a multi-studio project. The beauty of VR is the depth of experience and excitement you can create with the medium. You'll be an essential part of the level design team, building the immersive world for the player to fall in love with.

- Assist the Design team keep the balance between technical constraints and creative vision
  - Participate in the data optimization phase of the project, as well as validating the Level Design team's compliance with technical constraints
  - Create gameplay metrics and ensure that they are kept by the team
  - Act as a technical reference for the team in relation to Game Design & Level Design and provide technical support for fast prototyping and integration
  - Understand, collect and share best practices, pipelines and workflows among the Design Team
  - Review and give input on integrated work & find solutions to fix bugs.
  - Assist content creators with their technical needs & bridge communication between design and programming.
  - Create and maintain level design documentation, procedures and how-to guides, including feature specification and implementation guidelines;
  - Prepare post-mortems + recommend ways to evolve how we create and integrate data.
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- 2+ years of experience in level design and relevant tools.
  - In-depth knowledge of game engines such as Unity or Unreal.
  - Familiar with bug tracking software (e.g. Jira), version management systems (e.g. Perforce), and basic programming.
  - Problem-solver; interested in investigating tech Issues and troubleshooting.
  - Team player, open to giving and receiving constructive criticism and provide valuable feedback and active listening to team members.
  - Fast learner and highly interested in new technologies, with an awareness of current developments in the industry.
  - Strong motivation and interpersonal skills;
  - Excellent verbal and written communication skills;
  - Ability to communicate well within an English speaking work environment

## As a plus

- Experience in VR
- Knowledge of script languages (C#, Python, ...etc.)
- Knowledge of a 3D Software (3D Max, Maya, ...etc.)
- Technical education background

Please provide a portfolio with examples of your previous work/projects - be sure to check the link is working when applying. Kindly ensure you list the names of your projects and provide links if possible.

## We Offer

- Relocation and Visa Support
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Company Pension Scheme
- 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. The main language in the studio is English.
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy.
- Monthly Mobility Budget. 80€

For more information feel free to take a look at <https://duesseldorf.ubisoft.com>