



# Level Designer (f/m/d)

**Düsseldorf - Full-time - 744000018926735**

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As our new Level Designer (f/m/d) at Ubisoft Düsseldorf, you will be responsible for setting up and maintaining various locations in an open world, using proprietary tools with the goal of creating interesting game-play situations based on the creative vision. Environment and layout aesthetic sensibilities will help a lot in this role.

## What you will do:

- Document and create levels according to the artistic, creative and design visions.
- Present ideas to interdependent teams (conceptualize and communicate engaging gameplay experiences).
- Prototype different scenarios and gameplay elements to validate their pertinence and effect.
- Use integration tools to create explorable and rich gaming spaces.
- Layout your environment in detail (place activities, non-player characters, encounters, events, and other features that advance the game narratively).
- Use scripting tools to integrate narrative sequences and quest gameplay.
- Balance artistic aspects with metrics and technical constraints.
- Collaborate with level artists and animators to breathe life and beauty into your created space (composition, structure, architecture) and encourage interactions.
- Cooperate with mission designers to ensure playability and consistency.
- Develop your design based on comments from play testers and cross-functional team members (iterate, debug and optimize).

## What you bring:

- 2+ years experience in game level design and production or equivalent (experience with action games is a plus).
- At least one shipped title (AAA games experience is a plus).
- A strong level, environment or mission design portfolio.
- A good sense of 3D game space and environmental storytelling.
- A good understanding of narrative and mission/quest flow.
- Good knowledge of level design fundamentals as it relates to modern action open-world games.
- Experience with game engines (e.g. Unreal Engine, Unity, etc.).
- Experience using visual scripting tools.
- Good communication and documentation skills.
- Experience in playing and analyzing open-world action-adventure games.

- Good critical and analytical skills; understand and adapt to received feedback.

#### What to send our way:

- Your CV, highlighting your education, experience and skills.
- A cover letter including your earliest starting date, expected salary and why you would like to join us.
- Please provide a portfolio with examples of your previous work/projects - be sure to check the link is working when applying.

#### What we offer:

- Relocation support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance
- Ubisoft Blue Byte Academy: We offer 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 as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up to 350€ childcare support per child per month
- Company Pension Scheme: We offer an attractive company pension scheme
- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

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