



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

**Düsseldorf - Full-time - 743999804740461**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999804740461-level-designer-assassin-s-creed-vr-f-m-d-?oga=true>

You will be responsible for creating game levels and implementing gameplay situations based on the creative vision. Driving the game's vision by building levels and working with others to achieve a consistent flow throughout all levels built for the game, you'll be an essential part of the team.

This is a full-time position based in Düsseldorf, Germany which requires working onsite.

- Create high-quality AAA game levels in VR and implement game-play situations based on the creative vision and narrative design.
  - Assist in the definition and implementation of multiple biomes/level styles
  - Manage the levels through the full cycle of production from conception to finalization
  - Maintain and balance the readability, difficulty and accessibility of the levels
  - Understand and apply the narrative and emotional ambition for the environments you are responsible for
  - Mentor less experienced level designers and share your knowledge with your peers
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- 2+ years of experience in game development and a track record of amazing games
  - Ability to create fun and exciting levels using a complex array of mechanics
  - Excellent sense of 3D game space and environmental storytelling
  - Expert knowledge of level design rules and practices
  - Familiar with large scale level design production workflow
  - Comfortable with indoor and outdoor level design
  - Fluent in English, both verbally and written (No German is required)
  - Creativity, ability to challenge the player
  - A passion for creating worlds and a love for games
  - Experience with various level editors to create levels in an AAA environment
  - Experience and passion for VR are a strong bonus

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>