



Senior Technical Level Designer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999807707663

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The Role

A Senior Technical Level Designer is a solution finder and liaison between level designers and other disciplines. They help with shaping the implementation details of complex locations; as well as, creating and integrating reusable location ingredients into the game themselves. They are advocates for production efficiency and quality for world creation by mentoring others and highlighting constraints.

What you'll be doing

- Implement and take ownership for complex locations and the ingredients they are built with
- Optimize feature implementations and generalize recurring blocks of logic into reusable libraries
- Provide constructive, critical feedback and accurate risk assessments for production and other departments for planned locations considering engine and toolset constraints
- Review built locations to ensure they are set up according to metrics, with budget limitations in mind, and stay in a maintainable state
- Create training materials and conduct workshops for level designers and artists working on locations to advocate best practices
- Debug issues with locations and implement or suggest reliable solutions until production has ended
- Obtain in-depth knowledge of engine and data authoring tools to identify potential areas for improvement, to grow troubleshooting expertise, and to directly support team members building levels should they encounter issues
- Mentor junior members of the technical design team and level designers interested in growing their technical expertise

What you'll bring

- Extensive experience and knowledge of:
 - (Visual) Scripting languages and programming concepts
 - Game editors and engines
- Demonstrated understanding of level design principles and the workflows needed to achieve

them

- Ability to work with complex logic and data structures that are reusable and modular
- Strong organizational skills
- Ability to write clear and concise technical documentation for technical and non-technical audiences
- Being creative (original and resourceful in finding solutions)
- Great communication skills and desire to build strong ties with both technical and design departments on the project
- Being proactive and solution-oriented
- Ability to communicate constructively with positivity and respect for others
- Ability to give and receive feedback and drive the iterative process
- Good English verbal skills, both orally and in writing

Relevant Experience

- Ideally ~5 years of technical level design experience with at least 1 shipped title and exposure to a full project life cycle or equivalent experiences

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

Your benefits:

- 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.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- 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€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

For further information please check bluebyte.de and berlin.ubisoft.com