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Level designer - Creative Gaming

1.

**Interactive Selection**

Our Client based in Greater London are working on a brand new game and are currently seeking a brilliant Level Designer to join their team who can build upon the genre of Creative Gaming. The role will be to design beautiful, innovative, challenging and fun things to interact with. This studio actively encourages all of the team to contribute wherever they can, for this reason it is essential that you are self-motivated, proactive and can communicate well with all disciplines.

Requirements:

Be prepared to use and contribute to the design of in-house, in-development tools.

Have an integrative approch to design, fit in with the context of the team's work and be able to pull that work together into a coherent product.

A good artistic eye – you don’t need to be the best artist in the world, but you need to have a good aesthetic sense.

The ability to take great ideas through all stages to a finished product.

The ability to give and take feedback honestly and constructively.

The ability to design and present new ideas

Be self-organised, able to prioritise and make plans for yourself and as a team.

Be able to report and deal with bugs in a logical, efficient manner.

Have an excellent knowledge & passion for games.

2.

Media Molecule is now working on an all new game and we are currently seeking a brilliant level designer to join our team to build upon the genre of Creative Gaming. The role will be to design beautiful, innovative, challenging and fun things to interact with. Media Molecule encourages all of the team to contribute wherever they can to make the game amazing, for this reason it is essential that you are self-motivated, proactive and can communicate well with all disciplines. You will be expected to be able to work with:

Designers

Programmers, specifying and integrating new tools and gameplay features and reporting bugs

Artists, Writers and Sound Designers to create rich and immersive worlds

Quality Assurance to keep the game top notch and bug free

Production to keep on track and in sync with the rest of the project

Requirements

The ability to make an interactive experience that is fun and be able to demonstrate this by showing us some stuff that you’ve actually made!

Extremely Creative.

Be prepared to use and contribute to the design of in-house, in-development tools.

Have an integrative approach to design, fit in with the context of the team's work and be able to pull that work together into a coherent product.

A good artistic eye – you don’t need to be the best artist in the world, but you need to have a good aesthetic sense.

The ability to take great ideas through all stages to a finished product.

The ability to give and take feedback honestly and constructively.

The ability to design and present new ideas

Be self-organised, able to prioritise and make plans for yourself and as a team.

Be able to report and deal with bugs in a logical, efficient manner.

Have an excellent knowledge & passion for games.

Have a great sense of humour and be up for a laugh.

Advantageous

Experience using game development tools like Unity, XNA, Blitz 3D or LittleBigPlanet!

Experience with basic scripting or simple programming a real bonus.

Experience in 3d or animation packages like Max or Maya.

How to apply

If you think you have what it takes then fill in this contact form, or send an email to us, jobs@mediamolecule.com.

What you get

On top of all the things we already mentioned, you’ll also get to be part of a small talented team of people based in Guildford, get a tip top benefits package, including private health and life insurance, income protection and all that jazz, a competitive salary, a winning bonus scheme, a personal development fund, being a name and not a number, organic fruit, really comfy chairs, and the occasional hug.

Tips for getting hired!

These are the kinds of thing we look for in each person we hire:

Damn good at what you do!

Want ownership and responsibility

Really love making & playing console games

Bursting with passion, enthusiasm and drive

An active rather than passive team player

Work well in a collaborative creative team

Are fun & spirited

There’s no better way to show yourself off to us than through your past work. If you can, send a link to some of your work - published or not - along with your CV and contact details, then we’ll give it a gander!

3.

Level Designer - Intermediate and Senior positions

Game & Level Design/Creative Direction

Summary

It is the Level Designer’s job to leverage the extensive range of game features to find new ways to create interesting, challenging, and memorable level layouts to support single player, co-op, and multiplayer missions. An aptitude for logic, visual scripting, and problem-solving are prerequisites for this role, but an eye for entertaining gameplay is key.

Requirements

• Minimum 2 years of experience (not necessarily professional) in level or game design

• Excellent communication skills and organisational abilities

• Has expert knowledge of a wide range of multiplayer games on multiple platforms and understands the core level design concepts that underpin them

• High level of attention to detail.

• A passion for games and a keen interest in gameplay creation.

• An aptitude for logical problem solving

• Experience using level editing and scripting tools (Unreal, CryEngine preferred)

• A passion for computer games and an interest in the structure and design of individual missions

Responsibilities

• Effectively communicate design intent with the internal and co-development design teams

• Work closely with other disciplines to create game content that delivers a rewarding and exciting experience for the player.

• Implement pre-existing designs with in-house visual scripting tools and level editing software

• Build out combat spaces that can support single player, co-op, and pvp

• Create original and fun ideas and effectively implement them

• Identify cross-disciplinary requirements of designs and communicate these needs to appropriate teams

• As the project progresses, integrate the supporting features produced by other disciplines into your level designs/missions

• Implement lead and peer feedback to ensure accessibility and appropriate level of difficulty

• Implement player feedback to ensure accessibility and appropriate level of difficulty

• You will also be expected to:

• Locate and fix bugs in both your own and in your colleagues’ work

• Conduct gameplay evaluations for both your own work and for your colleagues work to improve the quality of our game

Desirable Skills

• Good presentation skills

• Co-Development Experience

• Familiarity with modern shooters

• Familiarity with the Tom Clancy Franchise

• Willingness to embrace unconventional solutions to solve common design problems

• Analytical approach to problem solving

• Ability to work under pressure to meet deadlines

• Enthusiasm for on-going learning and self-development

Contract Duration: Fixed Term Contract, 6 to 12 months.

Salary: Negotiable depending on experience + Relocation.

Location: Newcastle upon Tyne, U.K

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| **Position Level** | **Description** |
| Senior Manager | > 12 years working experience. (Executive Positions) |
| Manager | 9 to 12 years of working experience. (Executive Positions) |
| Senior Executive | 5 to 8 years of working experience. (Executive Positions) |
| Junior Executive | 1 to 4 years of working experience. (Executive Positions) |
| Non-Executive | Positions not requiring Diploma and/or Degree. |
| Fresh/Entry Level | No working experience is required. |