# **Graduate Level Designer**

## **Southampton**

## **£18,000**

We are a small indie studio based in Southampton that are looking to recruit a Graduate Level Designer. As a Level Designer, you will be working within a small multi-disciplinary team overseeing both Artists and Programmers, enabling an efficient workflow, learning new skills in friendly and dynamic environment, helping you gain vital skills and experience to become a fully equipped Level Designer.

Everyone on the team is thrilled to be working on a new project with a local publisher. The project will be based on new IP and is due to be released across multiple next-gen platforms.

On top working on a new exciting IP, the company will offer a competitive salary, 22 days holiday per annum, increasing with length of service, flexible working hours and company pension scheme.

Requirements:

* Educated to Degree level
* Experience creating levels with Unity, predominantly for 2D game development
* An understanding of C# scripting & Game logic
* Able to accept criticism and find solutions
* Experience creating and updating relevant design documentation
* Able to prioritise workload

The Ideal Candidate

* Experience in multiplayer / co-op games, this can include personal, school and/or game jam prototypes
* Experienced using 3DS Max / Maya for Level Design
* Take existing content and use in new ways

If you think you have what it takes and want to be a part of a small friendly team, please email your CV to Chris at 2youdc96@solent.ac.uk and include a link to your portfolio.

Cogent Rationale

the research carried out for level designer were all sourced from online media, such as, amisqus.com and datascope.com, as this have the ability to reach a much larger audience than that for any other medium i.e. Journal & Magazine prints. As a team, it was discussed we would use amisqus.com to advertise as it is a trusted company for many large and small companies.

The job advert for graduate level designer was based on four positions currently be recruited for buy other companies, however what I did come across was that there no Level Designer jobs specifically advertised for Graduates, so from the researched positions, there were a number of requirements that were common, such as scripting and game flow, exposure to game engines so these were used within the advert created. To get a rough estimate for the salary, research was carried out and found that salaries for a level designer ranged from £18,000 to £26,000 so for a graduate post the minimum value was used, as the graduate may not have any experience should be awarded the minimum found (glassdoor.com, 2017).

Reference

Salaries for level designer, accessed on 04/03/17 via

https://www.glassdoor.co.uk/Salaries/level-designer-salary-SRCH\_KO0,14\_SDAS.htm