



Sr. Game Designer (Level Design)

We are Velan Studios, an independent game developer with a passion for the unconventional. We make games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. At Velan, we believe in maintaining a collaborative, diverse, and creative team environment and we're looking for capable and dynamic new members to join our team of experienced AAA console developers. We are seeking an experienced Game Designer with expertise in multiplayer level design, along with a passion for all types of level design and game design in general.

Responsibilities:

- Brainstorm, innovate, create, and refine level layouts for a AAA multiplayer-focused game.
- Work closely with the Game Director, Designers, and Artists on the design, layout, and construction of our game levels and environments, as well as scripted level mechanics and events.
- Establish level design rules/guidelines based on the core mechanics and intended gameplay experience.
- Help create and maintain design documentation.
- Help mentor other designers on a regular basis.
- Integrate feedback from leads, user tests, and QA reviews into your work.

Requirements:

- 4+ years as a Level Designer.
- Shipped at least one AAA game title.
- Experience creating and shipping multiplayer-focused game levels.
- Understanding of game design principles and theories for first- and third-person action games.
- Proficiency creating 3D geometry in a level building tool or 3D editor, such as Unreal or 3ds Max.
- Excellent written and oral communication skills.
- Strong organizational skills and the ability to work productively and efficiently toward deadlines.
- Self-direction, passion, collaboration, and creativity in your work.
- Technical understanding of design pipelines and scripting.

Big Plusses:

- General programming or scripting experience.
- Experience and interest in level design for different game genres and single player games.
- Other areas of design expertise (systems, combat, etc.) to contribute on different teams and projects.
- Proactive in problem-solving, cross-discipline brainstorming, and representing the Design team in appropriate meetings throughout project production cycles.
- 2+ years of experience in a leadership position.
- Examples from personal projects.

To apply for this position, send your resume and a list of specific levels you primarily designed in any shipped games to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.