

Summary:

Ready At Dawn is looking for a Level Designer to join us in creating an immersive narrative action adventure VR experience. We are interested in mid- to senior-level candidates. The Level Designer collaborates with other design, art, engineering, and production teams to create playable levels and sequences, define moment to moment gameplay, and ultimately craft the engaging content players will experience.

Required Skills:

Level Designer “ Ready at Dawn Responsibilities:

1. Plan and build 3D levels and layouts in various phases of development “ often taking it from scratch to shippable quality
2. Script gameplay logic in levels including, but not limited to gameplay events, combat encounters, and animation sequences using a visual based scripting language like Unreal Blueprints
3. Collaborate closely with other departments such as Environment Art, Systems Design, and Animation in order to deliver a fun, high-quality player experience
4. Have an endless desire to keep pushing play and iterating on your sequences
5. Actively engage in and seek out play-testing for your levels to get feedback
6. Drive conversations that help prototype and create complex moment to moment sequences that feel immersive and seamlessly combine narrative and gameplay
7. Ability to adapt and prioritize content while keeping concepts like production goals and hardware constraints in mind
8. Act as a positive influence on the entire team “ everybody has a story and we’re interested in taking your knowledge and experiences and integrating it with others’ to make something great and memorable

Minimum Qualifications:

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9. 2+ years of industry experience working in games in a Design role capacity
10. Experience creating levels from paper design to blockmesh to final quality
11. Examples of work that effectively combine narrative and gameplay
12. Experience blocking out spaces and environments in Unreal, Maya, or a similar 3D package
13. Knowledge and successful use of a scripting system of any kind “ visual or text based
14. Experience taking direction and accepting critiques in order to improve and tailor your content to meet project goals
15. Effective communication skills that let you both convey ideas to your teammates and develop and maintain design documentation
16. Experience creating a sequence of fun, memorable, and exciting gameplay using an array of

mechanics and features

17. Experience working with a multi-disciplinary team

Preferred Qualifications:

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18. Experience in VR and excitement about it as a medium and the potential it brings for gaming

19. Experience building levels that have combat as one of the core pillars

Industry: Internet

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