

LEVEL DESIGNER

IN+GAME
STUDIOS

Location: Brno/Remote
Contract: Full-time

WHO DO WE NEED?

We are looking for a Level Designer, who is passionate about creating realistic levels suitable for great stealth and combat gameplay in Unreal Engine. Would you dare to create a challenging bank heist level or playground for a turfwar between gangs?

If you're passionate about cooperative heisting games you'll feel right at home here.

WHAT IS THE JOB ABOUT?

- Designing and building locations with emphasis on both gameplay and visuals
- Prototyping level geometry from initial gameplay concept to advanced visual blockout and preparing it for art team polishing
- Cooperating with the Level Scripters and Environment Artists to make sure gameplay and art are aligned
- Visual reference research
- Set dressing and asset placement with emphasis on environmental storytelling
- Setting up art placeholders and documenting them in asset requirement lists

WHO WILL BE A GOOD FIT?

- 2+ years experience in working in the games industry (as a Level Designer / Artist / Architect, Environment Artist or similar)
- Strong eye for interesting architectural spaces - composition, proportions, and detail distribution
- Knowledge of Unreal Engine.
- Highly creative team player with a strong work ethic
- Capable of identifying and supporting gameplay needs and constraints within a game level
- Good spoken and written English
- Great teamwork and communication skills

WHAT IS NICE TO HAVE?

- Knowledge of one of the leading modeling packages (3ds Max, Blender...)
- Understanding of level/asset optimization
- Understanding of modular level construction methods
- Experience in photography, cinema, or other related domains is a plus
- Passion for video games and game development
- Experience in an international company
- Experience with PC or console development

If you are interested, please send us your CV and optionally a portfolio to:

JOBS@INGAMESTUDIOS.COM