

Level Designer in Unity

Want to work with one of the biggest Danish video game companies making old-school action games alongside passionate, empathetic, and amazing colleagues?

Who are we? Slipgate Ironworks is a game development studio located in Aalborg, Denmark. We are fans of old school action and strategy games with multiple titles in development, and we are currently working on a new AAA title based on a cult classic. Maybe you have already played some of our games such as **Rise of the Triad**, **Rad Rodgers**, and most recently **Ion Fury**, **GRAVEN** and **WRATH: Aeon of Ruin**. Slipgate is characterized by Danish working culture, a flat organization with a high team spirit, where we get excited about new ideas no matter who brings them up.

Job Description

As our level designer you will be in charge of different levels and their final quality as well as their technical requirements in cooperation with the other level designers at the project.

Job Responsibilities:

- Working with blockouts, set-dressing, gameplay-logic to overall game design flow in collaboration with our design team and creative management.
- Implementation of levels using in-house tools
- Working with blueprints or C# (if you are comfortable with the latter)
- Optimizing the level design pipeline and reviewing what is being pushed by the level design team

Who are you?

We see you as a person with 2-3 years of experience working in games (ideally AA titles) developed in Unity with 1 or more published titles. Experience with consoles is not a requirement, but a huge benefit. You should be able to effortlessly and effectively communicate in English both verbally and in writing with empathy and patience.

Role Requirements:

- 2-3 years of experience in designing games with Unity

- Be able to prioritize and delegate tasks as well as give and take constructive feedback
- Effective communication and collaboration skills
- A solid understanding of level design fundamentals

Practicalities

Location: Offices in Denmark

Expected starting date: As soon as possible

Job type: Full-Time/Full time Remote

Level of experience: Mid-level

How to apply? Email us at jobs@slipgate-ironworks.com with:

- i. CV
- ii. Link to your portfolio
- iii. Anything else related to your background and experience