

Level Designer in Unreal with 3 years of experience

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 soon beginning development 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 team.

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 and Unity
- 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 several years (minimum 3 years) of experience working in games and on AA-AAA titles using Unreal Engine with a couple of published titles. We look especially for a candidate who contains these asserts: **Autonomy**, **Creativity**, and **Follow Through**. You should be able to effortlessly and effectively communicate in English both verbally and in writing with empathy and patience.

Role Requirements:

- Minimum 3 years of experience with Unreal Engine
- Being capable of identifying needs in critical areas, prioritizing them, and presenting them informally to their lead
- Have the creativity to bring a quality to the game, it need not be overt
- Comprehend the full scope of what needs to be done within a deliverable
- Be able to prioritize and delegate tasks as well as give and take constructive feedback
- Effective and effortless communication
- Communicating clearly, and with empathy and patience

Practicalities

Location: Offices in Denmark

Expected starting date: As soon as possible

Job type: Full-Time/Full-time contractor

Level of experience: Senior

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