

Joboffer dated from 11/27/2024

Level Designer (f/m/d)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 97232 Giebelstadt
Country: Germany

Company data

Company: **www.handy-games.com GmbH**
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt



Contact Person

Name: Nicole Murrmann
Position: Senior Manager HR
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Zip Code / Place: 97232 Giebelstadt
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Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

Are you looking for a challenging job in an attractive work environment in the gaming industry? Do you want to use your creativity and artistic talent to create games that will be played by people all over the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers! We are looking for a **Level Designer (f/m/d)** for our headquarters in Giebelstadt/Germany (on-site only).

JOB DESCRIPTION

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For our current in-house game project, which is set in a gothic-inspired science fiction world with a focus on story and combat, we are looking for a talented Level Designer (f/m/d). □

Work closely with our artists, sound and game designers, and software engineers to bring our game ideas to life.

As part of the game project, you will mainly work with Unity, as well as the tools and plug-ins you have created yourself.

□

Join us and create next-gen content for PS5, Xbox Series X, PC, and more!

□

WHAT ARE WE LOOKING FOR

- You have in-depth knowledge of the conception and design of levels and their interaction with various gameplay mechanics
- You understand what constitutes good gameplay and how to integrate different gameplay systems effectively
- You have basic knowledge in the design of games of various genres, especially in the 2D area
- You have experience with Unity, are familiar with Visual Scripting, and/or know a scripting language
- Ideally, you have already gained practical experience in the field of game development
- As a team player, you are open-minded, can integrate well into a team, and make the team's gameplay requirements tangible at your level
- You are self-motivated, familiarize yourself with new tasks quickly, you have a sense of responsibility and the desire to develop with us
- You have a very good command of written and spoken English

□

HANDYGAMES™ OFFERS YOU

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel service

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We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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