



Level Designer [Far Cry Project]

Toronto - Full-time - 744000013710460

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As a level designer at Ubisoft Toronto, you'll mix gameplay elements and guidelines to design unique places to explore and enticing environments to interact with. You'll help create the quests that will guide players through an immersive, memorable and rich adventure.

You'll draw the blueprint of what players will see and experience within a part of an immersive world!

You are an architect focused on function. You'll use the creation tools and game engine at your disposition to conceptualize, prototype, and deliver the levels you manage. Always mindful of how players will react and move within your layout, you'll adapt your designed areas to continuously boost their quality.

What you'll do

- **Document** and create levels according to the artistic, creative and design visions.
- Present ideas to interdependent teams (**conceptualize** and communicate engaging gameplay experiences).
- **Prototype** different scenarios and gameplay elements to validate their pertinence and effect.
- Use **integration tools** to create explorable and rich gaming spaces,
- Lay out your environment in detail (place settlements, non-player characters, encounters, events, and other features that advance the game narratively).
- Use scripting tools to **integrate** narrative sequences and quest gameplay.
- **Balance** artistic aspects with metrics and technical constraints.
- Collaborate with level artists and animators to **breathe life and beauty** into your created space (composition, structure, architecture) and encourage interactions.
- Cooperate with mission designers to ensure **playability** and **consistency**.
- **Develop** your design based on comments from play testers and cross-functional team members (iterate, debug and optimize)

What you bring

- A college diploma in Game Design or equivalent (undergraduate degree an asset)
- At least 7 years of experience in video game level design or related experience (having worked on a AAA game, an asset)
- Experience using game engines (e.g. Unity or Unreal) + knowledge of 2D art tools (e.g. Photoshop) and 3D software (e.g. 3DS Max, Maya, or Sketchup)
- Exceptional collaboration, communication, interpersonal, and presentation skills

- Ability to accept feedback and adapt to it
- A keen eye for detail
- Curiosity, flexibility, and resourcefulness – you can find creative solutions to problems with no clear answer (just yet)!

What to send our way

- Your CV highlighting your education, experience, and skills
- Please feel free to send us samples of your work (attach files or send us a link to your demo reel or online portfolio)

Why Ubisoft Toronto?

Scored by The Economist as the Best City to Live, our studio is located in the trendy Junction Triangle located in West Toronto, close to TTC, the hottest bars and restaurants, and excellent coffee shops. We celebrate successes as a team at our monthly UbiBash events, and invite our families to events throughout the year including our annual Kids Holiday Party and Summer BBQ. We give back to help make our community better through our team volunteer days and fundraising activities. We hold regular game jams to fuel our team's creativity. Ubisoft Toronto conducts annual performance reviews to help our team develop their careers and grow with our studio, and provides the opportunity for salary increases annually as part of the performance review process. Ubisoft Toronto also offers a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development, flexible days, on-site Yoga and Bootcamp classes, fresh fruit, Life Drawing classes, as well as spontaneous team surprises such as Pi Day, Star Wars Day, and Halloween.

Join Us!

We hunt for talent from across the industry – seasoned experts that know what it takes to ship world-class games and the next generation of game developer all-stars. We value team chemistry and a desire to grow our studio together. If this sounds like your kind of studio, what are you waiting for? Apply to join us now!

Ubisoft Toronto is an equal opportunity employer and welcomes applications from all interested parties. The studio welcomes and encourages applications from people with disabilities. We are committed to providing reasonable accommodation upon request for candidates taking part in the recruitment process. We thank you for your interest, however, only those candidates selected for an interview will be contacted. No agencies please.