



LEVEL DESIGNER

Batfields is partnered with CI Games to create an awesome new open-world survival game in Unreal Engine 5. Mixing classic survival gameplay with a unique twist, we're looking for a Level Designer to own parts of this world and build immersive, exciting, narrative driven levels.

Responsibilities:

- Actively participate in the creation and development of game levels by supporting the Creative Director.
- Development of levels from conception through to completion, including mission briefs, hand drawn layouts, whiteboxing, narrative planning, scripting and bug fixing.
- Design and build white box open world and semi-linear levels following design guidelines.
- Implement key gameplay including puzzle design, key story beats, set piece scripting, mechanics interaction, enemy and item placement.
- Work with gameplay designers and other team members to ensure key gameplay mechanics are implemented, iterating on the design to ensure the best possible experience.
- Share best practices and workflows with junior members of staff, mentoring and offering advice / feedback where necessary.
- Ensure that the elements developed by the team will contribute to player satisfaction and enjoyment.
- Anticipating, identifying, and articulating problem areas and developing preventative solutions.
- Work with the production team to ensure timely delivery of work and team's adherence to the agreed schedule.

Essential Skills and Experience

- Min. 2 years of level design experience and ideally at least one shipped title.
- Experience with First person or Third person games in the survival, action and adventure genres. (Mod /map creation also considered, please provide a portfolio link)
- Familiarity with Unreal Engine 4 or 5, experience of Unreal modelling tools and basic scripting / triggering using Blueprints.
- Understand and apply appropriate difficulty, pacing and flow within levels, and leverage emotional reactions from players through environmental design.
- Ability to create engaging level layouts to support specific gameplay rules or playstyles.
- A great knowledge of games and an excellent understanding of what makes them work.
- Excellent communication, interpersonal, and organisational skills.
- Open and creative mind, with the ability to work well under pressure and with deadlines.

Bonus Skills

- Experience with 3D Packages (e.g. Blender, Maya, 3DS Max, Sketchup)
- Experience with 2D Packages (e.g. Photoshop)



We offer:

- Competitive salary; performance bonuses and career progression
- Fully remote, with flexible work hours and a permanent contract
- Relaxed, non-corporate work environment. Collaborate with people from all over the world!
- Employee benefits include company events and 23 days annual leave (+ bank holidays)

Interested in working with us? Send your CV/portfolio to jobs@batfields.com now!