



Mad About Pandas
creative media productions

Mad about Pandas UG
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Hey there!

We are Mad About Pandas, an award-winning Berlin-based game dev studio. We are currently growing our team to support our current project, an exciting AA production with a leading publisher. We recently released the narrative game Hitchhiker on PS4, XBOX, Switch, PC, Apple Arcade and VR, and have been producing acclaimed indie titles for more than a decade.

As a Level Designer you'll be responsible for creating exciting game worlds. You will work collaboratively with the game design and art department to make memorable experiences.

We currently still do mostly home office but want to transition back into the office while still letting employees decide themselves if they want to work from home on some days.

RESPONSIBILITIES:

- Establish and refine best practices for world design – encounters, exploration, player flow
- Help define the narrative of the world and ensure the world tells that story
- Design and Script Objectives, Puzzles and Gameplay within the game world
- Collaborate actively with the team

QUALIFICATIONS:

- Deep knowledge of level design principles
- Knowledge of the Unity3D Game Engine and Unity's level design tools
- About 2 years of work experience, min. 1 shipped product
- Communication and troubleshooting skills
- The willingness to work in a team and to communicate with each other
- Experience in creating open worlds is a plus

PERKS:

- Help create a game from the very beginning
- Make creative & unique games! We are passionate about the projects we undertake
- Join a studio with an established track record shipping acclaimed titles
- Team culture where everyone has a seat at the table and your voice is heard
- We offer a flexible work environment with our great office workspace in Berlin-Neukölln

Contact: jobs@madaboutpandas.com

More Information about us: <http://madaboutpandas.com/>