

Video Game Designer

People may prefer someone with at least a bachelor's degree in computer science, computer graphics, software engineering, or game design but they also prefer someone who has an artistic quality. A video game designer needs to have analytical and technological abilities. Creativity, problem-solving skills, time management, attention to detail, and technological skills are also great personal and psychological traits to have as well. From the looks of it, video game designer jobs could be full-time or remote. Usually, the responsibilities of a video game designer is to develop character stories/traits, the rules, settings, and game plot, in other words, they are responsible for the game details. They can also solve the issues that come along in the early stages of the game for better quality. In general, video game designers create games for mobile devices and computers.

11/06/2021

Indeed.com / ASSOCIATE LEVEL DESIGNER

Santa Monica, CA

Full-time / \$85k per year

Intermediate-level

Associate Level Designer, Big Map Team - Treyarch

Home to some of the industry's best and brightest talent, Treyarch is an industry-leading game developer whose Call of Duty®: Black Ops franchise has captivated millions of players around the world. We are looking for highly effective, self-motivated people with intense creative vision and a passion to learn. Our goal is to foster an inclusive environment with an eye for the future of video game development.

This role is on the Big Map branch of the Level Design team, where you will be designing parts of large-scale, open levels for multiplayer and cooperative game modes. You will create spaces and structures that are well-crafted, realistic, and most importantly, fun to play.

What you'll be doing:

- Work with design leadership, artists, and other level designers to deliver large-scale environments that embody the creative vision of the game.
- Research subject matter related to the history and look of locations portrayed in a level.
- Collaborate with other designers, artists, animators and engineers to create spaces that are not only incredibly fun, but look great and run well.
- Originate designs on paper, then realize those designs as geometry in the level editor.
- Refine level geometry based on feedback from design leadership, and from internal playtesting.
- Give level geometry an initial visual identity based on photo reference and concept art.
- Arrange structures and objects on terrain to create a cohesive, relatable, and interesting gameplay space.
- Collaborate with our World Building and Art teams to bring level geometry to a finished, realistic appearance.
- Provide constructive, insightful feedback to your teammates.
- Prioritize and self-manage to meet deadlines.

The skills/experience you'll need:

- Ability to communicate effectively with other designers, management, and peers in other disciplines.
- Overall knowledge of game design concepts including, but not limited to, level flow, engagement design, pacing, etc.
- Be proactive in communicating progress and solving problems.
- Experience with one or more 3D level/world creation packages.
- Familiarity with recent shooters and the trends of the genre.

And you'll really get our attention if you have:

- Experience with the Radiant level editor
- Mod community experience
- Experience creating large-scale multiplayer spaces

- Experience sculpting realistic terrain in level/world creation packages
- Shipped game experience

11/06/2021

Monster.com / SENIOR ENVIRONMENT ARTIST

Foster City, CA

Permanent (full-time) / \$130k - \$140k per year

Senior-Level

job summary:

We are on the lookout for a talented Senior Environment Artist who possesses a passion for creating exciting artwork to enrich our in-game environments.

Join our team to create next-generation worlds for some exciting upcoming projects!

location: FOSTER CITY, California

job type: Permanent

salary: \$130,000 - 140,000 per year

work hours: 8am to 4pm

education: Associates

responsibilities:

- Able to integrate assets and textures produced in Unity respecting the technical and artistic constraints
- Able to accurately plan and estimate workload
- Able to verify the work-quality once imported into the game, and make improvements when necessary
- Able to communicate with the level designers and modify game-assets to their requirements.

qualifications:

- Experience level: Experienced
- Minimum 4 years of experience
- Education: Associates

skills:

- Modeling
- Graphic Design
- Visual
- Architecture
- Production
- Maya (2 years of experience is preferred)

11/06/2021

Indeed.com / GAME DESIGNER- AR/VR

Los Angeles, CA

Full-time & remote / average between \$99k - \$102k

Intermediate-Level

ABOUT US

Trigger invents unrivaled mixed reality experiences for the world's top brands. From major marketing campaigns to powerful enterprise solutions, our work combines premiere content with the latest technology, blending physical and digital worlds in innovative yet measurable ways. Founded in 2005, Trigger is a Los Angeles-based agency with more than 200,000 hours of development in AR, VR, and XR. Trigger is a showcase developer for Snap, Vuforia, Google, Avegant, and ODG. Our portfolio includes work for Disney, Lucasfilm, Sony Pictures, LEGO, Honda, Adidas, NBA, and many more high-profile clients.

SUMMARY

Trigger is looking for a Game Designer to bring our clients' game projects to the next level. Our ideal candidate has a passion for all game genres with a firm understanding of storytelling, technology, and emerging industry trends. In this role, you will work closely with creatives, project managers, and developers as you collaborate to develop game design direction and documentation for augmented, virtual, and mixed reality experiences. This role is part of our XR Innovation department and reports to our Director of XR Innovation.

This role is open to remote candidates anywhere in the US and Canada.

RESPONSIBILITIES

- Develop innovative new game concepts for mixed reality applications while working solo and with a team
- Conceptualize and develop gameplay ideas including settings, stories, levels of difficulty, and rules of play
- Assist with user interface concepts in collaboration with other members of our creative team
- Develop new game ideas and concepts day-to-day through creative ideation, sketching, and prototyping
- Ideate and pitch game ideas to clients based on their project needs and requirements
- Participate in creative workshops and brainstorming
- Support roadmap development and scoping for game projects
- Help define quality and fun mean our gamified digital experiences
- Maintain a working knowledge of all industry trends and best practices
- Contribute to the overall morale, spirit, character, and work quality of what we do

REQUIREMENTS

- Self-motivated and passionate game designer with a healthy portfolio of past projects
- Strong creative thinker who relishes the challenge of solving design problems and developing strong gameplay for mixed reality user experiences
- Takes initiative when it comes to the development of new games and experiences and has the ability to think outside the box
- Experience working in the interaction, product, and/or digital design industries, with agency and mixed reality experience as an added bonus
- Familiar with prototyping processes and prototyping for digital game experiences
- Proficiency in all or a combination of the following: Photoshop, Illustrator, Adobe XD, Sketch, Office, iWork, and Google Suites
- Clear sense of self-direction with the ability to manage time and prioritize tasks across multiple projects

- Collaborative team player who can integrate seamlessly into a cross-functional organization
- Proficient communicator both in terms of verbal dialogue and the visualization and articulation of design concepts and solutions (both internally and to clients) - with strong writing and presentation skills
- Enthusiastic and immersed in worlds of design, technology, mobile devices, video games, and movies

While the positions of Senior Environment Artist and Associate Level Designer are the only ones that either require certain qualifications such as being experienced (4 years) and having an associate or states the extra skills/experience that would increase the chances of getting the job. Most of these positions provide a long list of requirements but when comparing those requirements with one another there is a bit of similarity between them; They all require some sort of creative background or knowledge of game design, having experience in certain aspects (like Maya, Illustrator, Photoshop, 3D level/world, sculpting realist terrain in level/world, radiant level editor, modeling, etc), and being able to communicate and collaborate with others (this could be within the same company/department or industry).

I'd say what makes the difference between the three job positions is the pay rate because between Associate Level Designer, Senior Environment Artist, and Game Designer, it seems like the position of Senior Environment Artist at the company Randstad USA makes more money than the positions of Game Designer and Associate Level Designer with a pay rate of \$130k to \$140k per year. This position probably makes more money because it requires a higher level of experience than the other two. While the pay rate of the position of a game designer at the company Trigger is \$99k to \$102k per year and the pay rate of the position of an associate level

designer at the company Treyarch (Activision) is \$85k per year, this makes the position of Associate Level Designer the lowest paid out of the two other positions.