

# Level Designer for UNITY GAME (see SIMS VR/AR)

## Who we are and what we do:

We, the international software company [Avataris \(https://avataris.io\)](https://avataris.io), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for Level Designer.

## Possible tasks (depending on your interest and suitability):

- Creating photo-realistic environments
- Creating concepts and maps (designing levels of map and map itself)
- Placing colliders, trigger points and story spots
- Working with High-Definition Render Pipeline and materials (along with Universal pipeline)
- Basic implementation of Lighting in Unity
- Creating quick prototypes of levels

## Your skills/experience:

### *Important:*

- Extensive experience with 3D software or/and engines (e.g., Maya, Blender, 3ds Max, Terragen, E-on Vue, Unreal Engine, Unity) in producing environments
- Experience with Unity in order to correctly design level inside the game engine
- Familiar with indoor or outdoor level design
- Depending on the area of responsibility (see above) the relevant experience
- Passion for game development
- English (fluent, if possible, also technical English)
- Problem-solving oriented, proactive and high-quality awareness

*Advantageous:*

- Great eye for detail
- Ability to quick sketch/draw
- Experience as level designer
- Technical education background
- German language

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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