



Role Profile

Job title : **Experienced Games Designer**
Dept : **Games/Interactive**

After 40 years of iconic films and series, Aardman is making games – great games. You'll be joining a world-class team of game industry veterans working on exciting new cross platform games.

The project:

At the moment, we're working with a major publisher on a new project based on one our best loved IPs. Even when working with IPs, our number one priority is always to create games that are inventive, creative, and unique in their own right – so that people who have never heard of the characters would still want to play it.

Our new project is a real time stealth game. It takes the strategic, tense fun of stealth games and blends it with frenetic, chaotic mechanics to create a unique player experience. It's launching on mobile first, followed closely by PC and other platforms.

The role:

We're looking for an experienced designer to own and drive the design of this title. You'll be joining the project in pre-production and taking charge of the prototype we've been working on. Alongside the Creative Director, you'll work out how to turn the vision and existing framework into a focused, high quality first deliverable.

Beyond that, you'll be creating high quality documentation and collaborating with the rest of the design team as well as the wider team to plan the full production. We will then work together to execute that plan! In doing so, you'll engage with both systems and level design – though this role is weighted more towards the level design side.

This role has a lot of scope for growth. In the first production you will have ownership of design, process, and team leadership. In the future, our ambition is to run multiple projects providing plenty of opportunities for you to take on a more significant role and build a much larger design team.

What we're looking for:

The ideal candidate combines an ability to deliver gameplay to the highest standard with a fundamentally flexible approach to design. To reach the vision we've set for ourselves this production will require unconventional design solutions and a willingness to experiment and innovate which you will drive. We know this is hard, so we prioritise and protect creativity in our processes.

All our positions are hands on, and ideally, you'll have experience working in Unreal (or other editors) and will be able to hit the ground running and produce high quality work from an early stage. Examples of high-quality design work you've produced in the past are essential, particularly in level design.

We're not prescriptive about seniority. We're looking for someone with leadership skills and a history of managing or mentoring other designers, but we know that these skills exist at every level. You might be a lead who is ready to take ownership of a design team and already has a hatful of ideas about to do things better, or a senior who wants to be mentored through this production to take the step up in the next few years.

Skills and Experience:

People have all sorts of different skills and life experiences. If you think you'd be great in this role, but don't quite fit some of what's below: get in touch, and let's talk.

- Experience as a senior/lead designer on one or more titles
- Experience with Unreal, Unity, or another widely used engine
- Flexible, creative design thinking
- The ability to create clear, accessible design documentation
- The ability to Whitebox and iterate spaces quickly and to a high standard
- The ability to work creatively and compassionately with disciplines across the studio
- A strong grasp of visual communication and UX
- Experience (or interest in) leading and mentoring a team of designers

Desirable Skills:

- Experience in the stealth genre
- Experience working on mobile
- Experience with the Unreal engine and Blueprints
- Experience with the Unreal Gameplay Ability System
- Experience with prototyping

Aardman Perks

- Open, collaborative, creative environment where your opinion is always important, and ownership and accountability are baked into your role
- Flexible working hours – once onboarded into the role, we'll work with you to figure out the best hours that fit around your life and the team's cadence.
- We are an Employee-owned company! Once you join, you become a part of the ownership structure and can influence how the company is run through the Partner Representative Group (PRG)
- Company profit share scheme
- 3% company pension contribution to the Aardman Auto Enrolment Pension Scheme (subject to eligibility criteria)
- 21 days basic holiday, plus 8 days bank holiday days (total of 29 days per year pro rata)
 - increasing to 22 basic days at 3 years' aggregated service
 - then 23 basic days at 5 years' aggregated service
- Healthcare Cash Plan
 - *Providing cash back on various health & wellbeing expenses e.g., optical, dental, physiotherapy, osteopathy etc. and special rates for a network of health clubs.*
- Access to a free Health, Legal & Counselling Helping
- Company Bike Scheme
- On-site subsidised canteen: home cooked super tasty meals every day
- On-site free parking
- On-site 40-seater Cinema with Dolby sound
 - Watch films, play games, browse massive Youtube