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# Example of Level Designer Job Description

Our company is growing rapidly and is looking for a level designer. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for level designer

* Perform effective project management to meet established deadlines
* Identify other training/education needs and assist in development of documentation or other support material
* Establish project outlines and deadlines for development projects
* Adding short encounters and missions through designing levels for fights and targets strategic NPC’s
* Maintain online and instructor led training with a focus on creating visually engaging and student-centered experiences
* Quality control and improve online and instructor led training through developing interactive and engaging student-centered activities (such as simulations, games, assessments, animations, graphics or other visual communication)
* Work with subject matter experts to create and maintain training curricula for Avigilon’s various departments
* Work with various departments in the organization to ensure that relevant training content is ready and available prior to the launch
* Maintain and update existing training based on product introductions, product changes, sales strategy changes and feedback
* Identify other training needs and assist in development of documentation or other support material

## Qualifications for level designer

* Work within a skilled global Marketing Team
* Problem solve under tight timelines
* Proficient in InDesign, Photoshop, Illustrator, Bridge, Acrobat (Multimedia Software a plus)
* Understanding of printing techniques, papers
* Experience in games development will be a plus
* Experience working on PVP maps on an online game is a must