

Are you our next Junior Mission Designer?

A new mission is about to begin - a unique opportunity for a Junior Mission Designer

Who are we? Slippgate Ironworks is a game development studio in Aalborg, Denmark, built by fans of classic action and strategy games. We recently developed *Tempest Rising*—and now, we're gearing up for our next big title! At Slippgate we embrace a culture that is collaborative, informal and inclusive, and we are looking for a motivated Junior Mission Designer who can contribute to and grow with our team culture.

Job Description

As a Junior Mission Designer at Slippgate Ironworks, you will assist in creating engaging and well-balanced Missions, maps, and gameplay experiences for our next big upcoming RTS game. You'll work closely with our senior Mission designers, artists, and programmers to bring tactical and strategic experiences to life, ensuring that each Mission offers players a unique and enjoyable challenge.

Job Responsibilities:

- Design and prototype original maps and Missions, with a focus on strategic gameplay and player interaction.
- Work closely with senior Mission designers, artists, and developers to ensure Missions align with overall game vision and mechanics.
- Implement, iterate, and balance Mission based on gameplay feedback, ensuring they provide a compelling and challenging experience.
- Create varied environments with unique challenges that enhance strategic gameplay, from resource management to tactical unit movement.
- Develop and document level design standards and best practices, ensuring consistency across all Missions.
- Contribute to the creative direction of the game and offer innovative ideas for new gameplay mechanics and Mission features.

Who are you?

We're specifically looking for a candidate who ideally has the following skills:

Soft skills:

- **Adaptability:** Willing to learn new tools, concepts, and adjust to evolving game design needs.
- **Feedback Reception:** Accept and act on feedback positively, iterating on designs to improve quality.
- **Enthusiasm and Passion:** Show genuine enthusiasm for game design and a desire to continuously improve.
- **Dependability:** Follow through on tasks with responsibility and reliability, ensuring deadlines are met.
- **Self-Motivation:** Stay proactive and motivated to contribute, even with minimal supervision.

Hard skills:

- **Experience:** 1+ years of experience in level design, preferably in the RTS genre or similar strategy-based games.
- **Level Design skills:** Familiarity and proficiency with level design tools and engines (Unreal Engine) and an understanding of basic scripting/logic.
- **Understanding of RTS Mechanics:** Basic knowledge of RTS game mechanics such as base building, resource management, unit control, and strategic combat.
- **Creativity:** Strong ability to come up with innovative and engaging Mission designs that challenge players while remaining fun and accessible.
- **Communication Skills:** Clear and respectful communication, with the ability to collaborate effectively within a multidisciplinary team.
- **Problem-Solving:** Ability to approach design challenges analytically and creatively, with a strong attention to detail.

Practicalities

Location:	Sofiendalsvej 88, a. 1. Tv, 9200 Aalborg SV. (on-site position)
Expected starting date:	As soon as possible
Job type:	Full-Time
Level of experience:	Junior
Salary range:	336.000 - 408.000 DKK per year + pension and benefits. Salary will be negotiated.
How to apply?	Email us at jobs@slippgate-ironworks.com with a CV, portfolio, and a short motivated cover letter or a recorded video presentation of yourself.