

MISSION DESIGNER

Do you play all the way through games the same night you buy them? Do you spend way too much time thinking about what a great multiplayer arena the loop between your living room, dining room, and kitchen would make? Do you replay games to discover new secrets and repeat great experiences? If so we have the job for you. Bungie, the creator of Halo, is looking for a passionate, creative and hard working Mission Designer for our next project.

Essential Functions

As a Designer at Bungie, you will work with the Design Lead and Engineers to develop game systems and AI features relevant to your missions. You will work closely with the Environmental Art Team to construct game environments, and script missions and/or multiplayer spaces with our proprietary scripting language. You will evaluate game play pacing, flow, and difficulty curves to polish game encounters for an optimum player experience. You will construct spaces and AI setups to create a detailed structure for your encounters. You will document the design of and changes to your portions of the game to ensure smooth communication with other disciplines on the team.

Desired Qualifications

- The desire to achieve personal excellence as part of an outstanding team.
- Prior experience designing levels and scripting encounters for action games.
- A creative and innovative approach to traditional design problems.
- A willingness to take design direction when it is offered and collaborate with team members from different disciplines.
- The focus and motivation to work independently when needed.
- Ability to drive a game play space from concept to final polishing stage.
- Functional understanding of 3D Studio Max a plus.
- Associate level degree or higher a plus.