



Tecknotrove Systems (I) Private Limited
Simulation | Virtual Reality | Augmented Reality |
Gamified Learning

Job Title:	Level Designer	Department:	Software
Location:	Mumbai – Andheri (Chaklala)	Position Type:	Full Time
Experience:	Min 3 years		

About Tecknotrove Systems

Tecknotrove Systems is a young and dynamic technology company. It is Asia’s leading training and simulation company focused on developing simulation and virtual reality (VR) solutions for critical applications. It offers simulation and VR solutions for growing Industries like Automobile, Aviation, Defence and Mining. Its clients include some of the leading names in industry like Castrol, Total, Maruti Suzuki, Dubai airport, Indian Army, Rio Tinto to name a few. Its corporate office is based in Andheri, Mumbai, and the manufacturing facility is in Gujarat. The company’ expertise lies in creating virtual worlds for critical applications using simulators and AR/VR technologies. Has implemented 800+ projects in over 26 countries. The company was founded 20 years ago with the vision to be a pioneer in the simulation space.

For more details refer to: <https://tecknotrove.com/>

Position Summary

We are looking for a highly skilled and experienced Senior Unity Level Designer to join our team. The ideal candidate will have a deep understanding of level design principles and best practices, as well as a strong portfolio of shipped work. They will be responsible for designing and creating high-quality levels that simulate the real-world environment.

Roles and Responsibilities

- Design and create a variety of terrains for real world environments.
- Work with the game design team to ensure that levels meet the vision and objectives of real-world scenarios.
- Collaborate with other members of the development team, including artists, programmers, and QA testers.
- Use Unity, Blender/Maya, Substance 3D software’s to create and modify 3D environments.
- Use scripting languages to implement gameplay features.
- Stay up to date on the latest trends in level design.

Job Requirements and Qualifications

Education	Bachelor's degree in game design, computer science, or a related field.
Experience (Years)	Min 3 years of experience in level design.
Skills & Competencies	<ul style="list-style-type: none"> • Strong portfolio of shipped work. • Excellent understanding of level design principles and best practices • Experience with Unity and scripting languages. • Experience with 3D asset creation pipeline. • Excellent communication and teamwork skills.