Lunarch is hiring for "Project S"!

Toronto-based game developer Lunarch Studios is looking to make several new hires for "Project Sophia" (AKA "Project S")—a multiplayer first-person puzzle game incorporating elements of MMOs and open-world action-adventure games, built in Unreal Engine for PC and consoles, and published by Behaviour Interactive.

Accordingly, we're seeking talented game development professionals:
- across many specializations
- at a range of experience levels
- from all countries

Lunarch has been operating virtually since 2016 and all positions will continue to be remote for the foreseeable future. **Relocation will NOT be necessary**.

About Lunarch Studios

Lunarch is a small (~20 people) Canadian game developer founded in 2013 by a group of math olympiad champions, professional poker players, and MIT PhD students. We develop cutting-edge, intelligent games that leverage technology to create novel and deep experiences for smart players. Our products are ambitious, one-of-a-kind titles that define new genres and innovate in multiple directions at once. Their creation demands exceptional intelligence, creativity, and hard work.

We're the developers behind Prismata—a multiplayer strategy game that blends elements of RTS, deckbuilders, and board games. Our upcoming title ("Project Sophia") is similarly innovative and aims to bring large-scale multiplayer gameplay to the 3D puzzle genre (Portal, The Witness, Zelda, etc.).

Lunarch is more like a tech startup than a traditional game studio. We're in a competitive space that rewards quickness and demands high-quality work that meets all requirements on the first try. Ideal candidates are exceptionally intelligent, knowledgeable about games, and highly productive. We love people who have excelled in competitions (math/programming contests, puzzlehunts, science fairs, infosec CTF, competitive gaming, poker, etc.), people with heroic academic accomplishments (awards, publications, etc.), or people with proven track records or killer portfolios (shipped games or jaw-dropping work in art/animation/audio/UI/design/etc.).

The benefits of Lunarch include an excellent work culture and high-tier compensation (aiming to be competitive with tech startups), but most importantly, you'll contribute to ambitious titles that aim to make meaningful advances to the state of the art. We operate in an ideal mid-budget space: we're sufficiently well-funded to hire the best people, do high-quality work, and promote our titles widely, but we're not constrained by the AAA need to stick with low-risk designs for mass-market audiences. **You will make an impact here.**

Contact: careers@lunarchstudios.com

Open World Level Designer

- **Intermediate or Senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking an exceptional level designer to help us create a large puzzle-filled open world and dozens of puzzle dungeons for Project Sophia—a 3D multiplayer puzzle game for PC and consoles developed in Unreal Engine.

This role requires skill in building spaces that have great flow and are easy to navigate, fun to explore, and crammed full of puzzles and secrets. You'll work closely with our worldbuilding lead, art team, and puzzle team. Together, you will craft Sophia's single-player campaign and open-world puzzle sandbox.

This role requires an excellent sense for both aesthetics and puzzle design, as your work must uphold the needs of both. You'll require great creative problem-solving skills, as many of Sophia's environmental puzzles are linked to the spaces that contain them.

Requirements:
- Several years of experience in level design or world creation with at least 1 shipped title
- Skill in designing, building, and testing large open worlds in a game engine
- Empathy for players—the ability to revise level designs in response to playtesting and feedback
- Familiarity with open world games (action-adventure games, RPGs, MMOs, or similar)
- Exceptional communication skills and ability to effectively interact with other team members

Key Responsibilities:
- Design and block out 3D environments in Unreal Engine, using a combination of greybox meshes/BSPs, terrains, and 3D asset kits.
- Densely fill those spaces with puzzles of many different types, including both puzzles of your own creation as well as content crafted by our puzzle team.
- Work with our art director and environment artist to adapt the architecture, foliage, and landscaping as needed for explorability, navigability, flow, and puzzle design.
- Design puzzle dungeons that introduce players to new puzzle types, develop their knowledge and confidence when solving them, and are full of exciting surprises.

Not required, but nice skills to have:
- Creation and editing of game assets (3D models, textures, materials, etc.)
- Performance optimization for environments
- Procedural or modular environment creation tools
- Programming or scripting for puzzles or dungeons (Unreal blueprints or C++)
- Creation of 2D puzzles (e.g. Picross, sudoku, or Nikoli-style logic puzzles)

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