



Level Designer In-Depth Job Description





Level Designer Job Position Snapshot

The Project

[MINDFLUX: Dead Man Walking](#) is a psychological-horror RPG where you play as Ambrose, a Cerebroid detective investigating a murder while uncovering your forgotten past. Set in a "scrap-punk" dystopia, players will modify their mechanized brain, observe suspects, and make tactical dialogue choices that impact both the investigation and their own deteriorating mental stability.

The Companies

[Salix Augeat](#) is a video game production company focused on making the industry accessible to growing game devs through recruitment, production, and publishing services. [Lost Gate Studios](#), their first internal studio, consists of 23 remote team members united by their belief that mind-bending roleplaying games expose fundamental truths about humanity.

The Job

- Implement art assets and their textures into the Unity level
- Organize assets into the Unity asset hierarchy structure to ensure project cleanliness
- Consume design documentation and adjust the level to account for new features and player psychology considerations.
- Stick with the project until release (October 2025), pending major unforeseen life changes.
- Contribute creative solutions to elevate the vision of the project as it relates to the level and the player experiences

The Incentives

- Guaranteed Profit Share based on hours worked + length of time, on the project
- creative freedom to influence the final product
- Portfolio building with no content NDA (story spoilers only)
- Real game development experience with a 23-person team
- Credits on a shipped, market-validated project (1000+ Steam wishlists)

The Timeline

- April 2025: Open Intro Playtest
- May-June 2025: New Horror Demo Development & Marketing
- July 2025: New Horror Demo Launch
- August-October 2025: Incremental Updates & Playtesting
- November-December 2025: Final Testing & Launch





Meet the Team

The Leadership Team



Mohansingh (Mo) Udhwani Jr.

Studio Executive + Publishing Lead

As Founder, Mo maintains all Salix biz ops including HR, Legal, IT, industry comms, etc. He leads the Publishing team, driving content marketing and Creator outreach initiatives to grow Steam wishlists and cultivate fans. Mo also serves as Game Producer streamlining comms and dev workflows.



Chandler Bastin

Creative Director + Narrative Lead

Chandler works directly with the team daily, ensuring the project's vision and soul are upheld and iterated upon. He leads the narrative team, driving product quality and bridging game design with narrative planning. Chandler also manages the art team.



Ian Douglass

Technical Director

Ian leverages his technical design expertise to lead the Design/Tech team, ensuring all features and systems work harmoniously. He maintains GitHub health, ensuring back-end cleanliness and organization.

The Lost Gate Studios Dev Team

The [Lost Gate Studios team](#) consists of 23 members from across the United States. While we all come from different backgrounds, ages, and cultures, we share one fundamental truth: we love roleplay and nourishing narratives that challenge our preconceptions about the world and ourselves.

Though this is a part-time project, we're building a "professional home" - a sustainable workplace amid the game industry's current turnover and turmoil. We hope this project will not only forge our path into the industry as individual game developers but also establish a full-time studio dedicated to creating games that inspire and move players, just as our favorite games did for us.



Game Project- MINDFLUX: Dead Man Walking

[MINDFLUX: Dead Man Walking](#) (MDMW) is a conceptual-horror RPG where you play Ambrose, a Frankensteinian detective investigating a murder while uncovering the mysteries of your own forgotten past. Modify your mechanized brain, observe suspects' behaviors, and make tactical dialogue choices in this dystopic sci-fi world. The core MDMW Experience includes:

- **Psychological Horror Elements:** Maintaining your deteriorating mental stability affects how you perceive reality...if at all
- **Detective Gameplay:** Observe NPC behaviors, investigate areas to collect evidence, solve puzzles, and make deductions
- **Brain Modification System:** Alter your personality and abilities to tackle different dialogue situations, and glean different clues from objects.
- **Tactical Dialogue:** Use observations to navigate complex narrative conversations
- Our game draws from both classic and modern influences:

Traditional CRPGs: Baldur's Gate 1 & 2, Fallout 1 & 2, Planescape Torment

Modern RPGs: Fallout: New Vegas, KOTOR 2, Disco Elysium

Psychological Horror: Signalis, S.O.M.A., Eternal Dark



MINDFLUX takes place in humanity's 37th century on Dura, the last island in a flooded world. In this "scrap-punk" society, humanity survives through cobbled-together body modifications from three technological ages, while factions both cooperate and compete for the sake of humanity's future. You play a Cerebroid - an animal granted sentience through an artificial frontal lobe and forced technological modifications to approximate human form. Cerebroid's ability to reshape their very identity through communication traits and skill packages at will, makes them efficient but unsettling to humans, who view them as inhuman "skinwalkers." As Ambrose, you experience the unique tension between advantages and alienations of being a Cerebroid in human society.

Note: Our Steam Page, doesn't reflect the Horror shift yet, outlined below:

- Currently in year 2 of development
- Successfully launched initial demo in Steam's October 2024 NextFest
- Shifting focus to emphasize psychological horror elements based on player feedback
- Full release planned for December 2025





Level Designer Job Responsibilities

You will be joining the [Lost Gate Studios](#) team as a Level Designer. The Lost Gate Studios team values developers who bring both passion and self-awareness to their discipline. A nourishing game dev experience is built on clear communication, mutual respect, and the creative drive to solve problems in innovative ways. Each team member understands their strengths, acknowledges areas for growth, and works collaboratively to push the boundaries of what's possible in collaborating with each other to make [MINDFLUX: Dead Man Walking](#).

Key Outcomes

Paints a picture of what successfully accomplishing this job at the highest level of quality looks like. These are measurable.

- New environment and character art assets are implemented into the level as it's completed every week for the art teams to QA their work in engine
- The level is continuously adjusted based on discoveries for player psychology and design x art x narrative interactions
- Consistently clean file structure of assets.

Key Activities

Primary actions this role will be repetitively doing to accomplish their Key Outcomes.

- Implement art assets and their textures into the Unity level
- Organize assets into the Unity asset hierarchy structure to ensure project cleanliness
- Consume design documentation and adjust the level to account for new features and player psychology considerations.
- Update level design documentation so other teams can digest the level and its changes at their technical level

Key Expectations

Standards of work and decorum that the whole dev team agrees too, and that this role is buying into.

- Attend Design team's Scrum and iteration meetings as well as Art team iteration meetings to ensure the flow of communication and progress of work
- Collaborate with individual artists, game designers and narrative designers to ensure their work is integrated into the game holistically with everyone else's work.
- Respond to Discord mentions and in your team's text channels in a timely manner
- Communicate directly and plainly, while assuming good faith with the team that you are communicating with (we all just wanna make a good game :)
- Collaborating with the marketing team on content marketing and publishing initiatives at your comfort level.
- Stick with the project until release (December 2025), pending major unforeseen life changes.
- Contribute creative solutions to elevate the vision of the project as it relates to the level and the player experiences
- Develop, ratify and iterate on level-design related pipelines and workflows while conforming to the parameters of pre-established pipelines set by other disciplines.
- Develop content in line with the company's mission/vision/values and project mission/vision/values.
- Contribute to the growing culture of an indie video game startup 😊



Our primary strategy of "Transparent Development" means sharing our game-making journey with both consumers and fellow developers. Here's how we're executing this vision:

- **Lost Gate Campfires:** Cozy development team podcast sharing behind-the-scenes stories and insights
- **Lost Gate Reacts:** YouTube series featuring team reactions and commentary on playtest content from YouTubers/Steamers
- **Game-Dev Back End:** Industry-focused podcast exploring practical game development topics

- Content Creator Outreach (150+ established contacts, more in progress)
- Social Media Promotion
- Video Game Festival Submissions
- Press Relations for major marketing beats

- Patreon Launch (Q2 2025) for early support and community engagement
- Exploring merchandise and transmedia opportunities (albums, novellas, etc)
- Note: Team members are encouraged to participate in marketing efforts at your comfort level

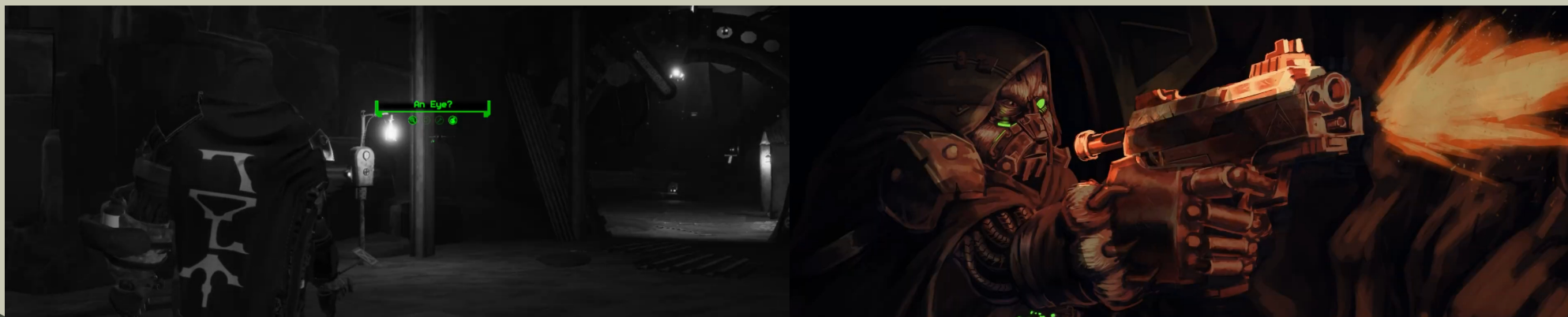




Project Timeline

- **April 2025**
 - Game Intro Playtest (Open)
 - Horror Campaign Marketing starts
- **May 2025**
 - Act 1 Playtest (Patreon)
- **June 2025**
 - Demo Release Playtest (Open)
 - Act 2 Playtest (Patreon)
 - MDMW New Horror Demo Marketing Campaign starts
 - MDMW New Horror Demo Demo Bug Fixing
- **July 2025**
 - New Horror Demo Launch
 - Updated Steam Page (w Horror language)
 - New Horror based Gameplay trailer
- **August 2025**
 - MDMW New Horror Demo Update 1
 - Act 3 Playtest (Patreon)
- **September 2025**
 - Patreon Full Release Playtest
 - New Horror Demo Update 2
- **October 2025**
 - Launch version finished
 - Launch version final testing
- **November 2025**
 - Game Launch Marketing Starts
- **December 2025**
 - Game Launch
 - Game Launch Bug-fixing

Note: Project Timeline will be subject to adjustments based on player feedback and major marketing beats like game launch will be subject to change based on industry beats such as major game releases (we don't wanna compete with Hollow Knight: Silksong Launch window). Our primary objectives are to make a bug free complete game and release it well to make the best portfolio piece for you and the team, and highest chance of commercial success.





Incentive Structure

[Salix Augeat](#) is a bootstrapped start-up founded during the COVID-19 pandemic. Chandler and Mo had just graduated university in 2020 and while the entertainment industry was at a standstill, we decided to pursue our dream of producing video games. We started this studio coming right out of college, and thus didn't come from a previous life of wealth to fund the project. So, to be direct: this is a part-time, profit-share position - no one on the team currently receives upfront payment (not even us). Your profit share will be calculated at the end of the project's life-cycle (MDMW release + 3 months) based on your hours worked and your length of time on the project.

What We CAN Offer:

- Real, professional collaborative game development experience with a 23-person team
- Creative freedom to influence the final product
- Portfolio building opportunities (no content NDA, only narrative spoilers restricted)
- Credit on a shipped game
- Market-validated project (1000+ Steam wishlists and growing)

Important Notes:

- We cannot guarantee specific earnings - the video game market is unpredictable
- The entire team, including leadership, is working on the profit-share model
- Release is estimated for December 2025
- You can build your portfolio while working with us (just clear posts with the team for spoilers)



- **Steam Page (w/ link to demo):** https://store.steampowered.com/app/2912780/MINDFLUX_Dead_Man_Walking/
- **MDMW Opening Cinematic:** <https://www.youtube.com/watch?v=qanyngRxu9c&t=3s>
 - Should give a good idea of what the "vibe" of what the IP is.
- **Salix Augeat Website:** <https://www.salixaugeat.com/>
- **Lost Gate Studios Website:** <https://www.lostgatestudios.com/>
- **LGS X:** <https://x.com/LostGateStudios>
- **LGS Instagram:** <https://www.instagram.com/lostgatestudios/>
- **LGS: Pinterest:** <https://www.pinterest.com/lostgatestudios/>
- **LGS YouTube:** <https://www.youtube.com/@LostGateStudios-ey1ex/videos>
- **Salix Augeat LinkedIn:** <https://www.linkedin.com/company/79823649/admin/dashboard/>
- **LGS LinkedIn:** <https://www.linkedin.com/company/lost-gate-studios/>



Common FAQs

- **Is anyone on the project getting paid right now?**
 - No, no one is getting paid now. Everyone is working on the project part-time with the Profit Share system, even the leads.
- **What does the time commitment look like?**
 - We don't enforce set hours. Based on your day-job, other life commitments etc, you decide how many hours you can work on the project each week. We determine capacity based on goals. "Considering all your factors, when can you get XYZ done by?" And we build the Production timeline from there. But if you want a number, the avg across the whole team is about 10 hours per week.
- **What does the day-to-day look like?**
 - We utilize Scrum/Agile methodology with three week Sprints. Every three weeks we have a Sprint Review where the whole team gets together to discuss Progress, timeline adjustments and upcoming marketing initiatives. You'll have three 15 min check-ins with your team every week and a weekly 1-2 hr iteration meeting where y'all can give each other feedback and discuss bottlenecks and pipeline issues. We don't allow crunch and as you take on a new task, we work with you on a date of completion, based on irl-obligations.
- **What is the status of the project?**
 - We are in the bowels of Production. We have a baseline demo (which you can play on Steam now) and we are updating it to include the horror-gameplay elements and adjusting level design and environment art based on feedback. Finally, we are overhauling the narrative to include the horror gameplay elements and RPG elements.
- **How will we get funding? Will we be getting paid before the game is released on Steam?**
 - Primarily from the game release, however we are hoping Patreon + our content Marketing efforts will bear fruit to make the launch more successful and if we are very fortunate, potentially get the team stipends before launch. We are also exploring the possibility of pitching to Publishers/investors based on the Marketing team's capacity.
- **Do we lose Profit Share once we get stipends?**
 - No, it is our belief that the creators of the art (artists, programmers, etc.) should partake in the financial success of the project, not just the business/studio.



Still interested? Continue your Job Application over at <https://www.lostgatestudios.com/apply>. If you have any questions email Mo at mo.udhwani@salixaugeat.com Thanks for Reading! :)