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IGDA Unreal Engine 3 Worldwide Level Design Contest Kicks Off

Epic Games, GameRecruiter and Blink Style Co-Sponsor

Wednesday, July 22, 2009---Fort Lauderdale, FL---GameRecruiter announced today the launch of the IGDA Unreal Engine 3 Worldwide Level Design Contest, a first-time level design mod competition that is open to all IGDA members, students and game industry professionals. Rules and contest submissions guidelines are available at <http://igda.gamerecruiter.com>.

Co-sponsored by Epic Games, GameRecruiter and Blink Style, this IGDA-hosted competition is partnered with the *\$1 Million Intel Make Something Unreal Contest*. , [GameRecruiter.com](http://gamerecruiter.com) will help registered participants of the *IGDA Unreal Engine 3 Worldwide Level Design Contest* enter the *\$1 Million Intel Make Something Unreal Contest*, and [contestants will](#) therefore [be](#) eligible to win prizes [in addition to those](#) provided specifically for the IGDA [competition](#). This includes cash [prizes](#), as well as autographed posters, comic books and art books.

[Thanks to](#) Epic Games, [GameRecruiter will](#) provide complimentary copies of *Unreal Tournament 3* [via Steam](#) to all contestants who register for the *IGDA Unreal Engine 3 Worldwide Level Design Contest*. Contestants will utilize their personal copy of *Unreal Tournament 3* as their level editor and enter their level design modifications in any of four contest categories utilizing original content or existing assets from the packages within *UT3*. Final level design mods should be submitted [to IGDA contest judges](#) no later than Monday, October 5. Final review and response will be provided to all [IGDA](#) contest participants by Saturday, October 25. [Submissions for Phase 4 of the \\$1 Million Intel Make Something Unreal Contest will be accepted until August 31, 2009.](#)

[“This level design contest is structured to help aspiring game developers get recognition for their work and gain valuable experience within the mod community. We’re supporting this competition to encourage folks to be creative and make cool content with the Unreal Engine 3 toolset,”](#) says Mark Rein, Vice President of Epic Games.

Adds Marc Mencher, CEO of GameRecruiter and Board Chair of the IGDA South Florida chapter, “The contest represents another great way that IGDA helps game industry professionals broaden their experience. There will be more events like these, as we partner with other game industry entities.”

Joshua Caulfield, Executive Director of IGDA, says, “This contest helps young developers get into the games business, and encourages them to sign up for IGDA annual memberships to receive similar opportunities in the future. This is also a way to promote community, professional development, and advocacy for our industry.”

Contest submissions for [the IGDA Unreal Engine 3 Worldwide Level Design Contest](#) will focus [on categories](#) including Best Capture the Flag [Level](#), Best Warfare [Level](#), Best Vehicle Capture the Flag [Level](#), and Best Deathmatch [Level](#). The best [maps](#) will combine great game play with strong visuals and good performance.

Rules and contest submissions guidelines for the International Game Developers Association Unreal [Engine 3](#) Level Design Contest are available at: <http://igda.gamerecruiter.com>. Entry to the contest is free.

About International Game Developers Association

www.igda.org

The International Game Developers Association is the largest non-profit membership organization serving individuals who create digital games. The IGDA is committed to advancing the careers and enhancing the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community.

About Epic Games

www.epicgames.com

[Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its “Unreal” series, including “Unreal Tournament 3” for PC, PLAYSTATION®3 and Xbox 360®. Epic’s breakthrough game, “Gears of War,” won over 30 Game of the Year awards, and the sales of “Gears of War” and “Gears of War 2” have eclipsed 11 million units. Epic’s Unreal Engine 3 is the three-time consecutive winner of Game Developer magazine’s Best Engine Front Line Award and is this year’s Hall of Fame inductee. Unreal Engine 3 has also been recognized as the number one game engine by Develop magazine.](#)

About GameRecruiter

www.gamerecruiter.com

The number one recruiting firm in interactive entertainment, GameRecruiter offers unparalleled experience and professionalism for both candidates looking for a job opportunity and employers seeking the industry’s leading talent. With a 2-decades-long history of recruitment specializing in unique and unadvertised opportunities focused exclusively in games, GameRecruiter has earned an international reputation for recruiting the technical, production, and executive staff who build game industry companies and make game history.

About Blink Style

www.blinkstyle.com

Blink is an engaging media firm with a broad range of services related to print, interactive, online or broadcast in order to brand any companies long term strategy. Blink is about creativity that evokes emotion and gains reaction. Their firm is a culturally savvy company whose mission is to make you the next phenomenon. They focus on a company's sales cycle and product image to develop or redefine a brand.

For more details regarding GameRecruiter.com, contact Oscar Hernandez at press@gamerecruiter.com, or (866) 358-GAME, Ext 122, or you can also visit www.gamerecruiter.com for more information.

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