



# **Narrative Designer - VR [Unannounced Project] (m/f/d)**

**Düsseldorf - Full-time - 743999703016237**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999703016237-narrative-designer-vr-unannounced-project-m-f-d?oga=true>

We are looking for an experienced Narrative Designer on an unannounced AAA VR project at Ubisoft Düsseldorf. You will work closely with the Narrative Director to create a consistent and believable narrative structure, great dialogue and believable characters. Your goal is to create a living and rich world filled with content and personality.

## Primary Objectives

You will be responsible for developing a strong narration through active means (gameplay, systems, economy, characters...) to foster player engagement, curiosity and satisfaction. You will also create the central conflicts in the game and ensure an outstanding story experience for our players.

## Specific Tasks

- Write dialogue, characterizations and narrative world content
- Formalize, document and update the narrative structure and its implementation, according to the principles established by the Narrative Director
- Work closely with the design, audio and localization departments
- Create and iterate the world and story documentation
- Participate in the development of specific features and assets to the narrative/scripted events, lore bits, situational voice lines and flavor texts
- Make necessary changes and iterate on narrative systems, texts and scripted events
- Ensure that the character's tone and voice stays consistent throughout the game
- Use our internal tools to design, integrate and debug all written lines, specific features and assets for the narrative events.
- Collaborate with progression and level designers to create a believable world and characters

- 3+ years' experience in game development, working with narrative aspects of the game, with at least 1 shipped AAA title in a narrative design/writer position
- Self-motivated, goal-oriented and a strong team player
- Exceptionally good in written and verbal English
- A talent for writing spoken dialogue
- Capability to create clear, concise dialogue for different character personalities / backgrounds
- Creativity, ability to challenge the player
- Positive attitude and strong communication skill
- Large and in-depth knowledge of narrative structure, storytelling methods, tone and settings
- Background in literature or film is a plus

#### We offer:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 Days Paid Vacation Per Year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ Childcare Support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.

If you want to grow with us and enjoy the game industry, we look forward to receiving your application including your availability, motivation and salary expectations.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).

Ubisoft Blue Byte GmbH

Studio Düsseldorf

Luise-Rainer Str. 7

40235 Düsseldorf

Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772