

The ideal candidate has experience working on action- adventure titles for console or PC. Your duties will include establishing the essential voice and running theme for the plot and characters, building the core dialogue for all characters, and maintaining story and dialogue integrity through all stages of development.

### **KEY RESPONSIBILITIES**

- Build up the narrative structure of the game and outlining details of the story and characters.
- Write and compose cut-scenes and narrative sequences.
- Formalize documents, update the narrative structure and its implementation, according to principles established by the client.
- Describe narrative situations, create documents defining their content and role in the course of the game.
- Participate in the development of specific features, assets, narrative/scripted events, as well as in their implementation and debug.
- Throughout the production, make necessary changes on narrative systems and scripted events according to feedback, to provide a consistent narrative experience and a desired player experience.
- Use our internal tools to design, integrate and debug specific features and assets for the narrative events.

### **QUALIFICATIONS**

#### **Required**

- Love to play games, especially RPG games and to write stories
- You understand the gameplay elements and how they impact a story
- Creativity, ability to challenge players
- Innovative, creative and strong problem solving skills.
- Basic Level Design skills
- Ability to put yourself in the player's shoes
- Ability to work under production pressure and deadlines
- Great organizational skills
- Good at written English
- Attention to detail
- A collaborative nature and desire to perfect team work
- A good sense of humor and a flair for the absurd