

A video game writer creates the story and dialogue for a video game from start to finish. During pre-production, your duties as a narrative designer for a video game may involve working on the story itself. Your responsibilities may include working on the creation of characters and outlining the storyline for the game. Your script and storyline may serve as a guide for video game programmers and designers. You may collaborate with a video game designer who oversees the entire production process if you're a video game writer.

KEY RESPONSIBILITIES

- Investigating layout possibilities
- teaming up with other artists and designers
- Plotting the game's story
- The craft of crafting conversation for fictional characters
- managing the recording of voice actors' takes
- Script revision and upgrading as necessary
- Verifying that the game's narrative satisfies the gameplay's requirements by testing it

QUALIFICATIONS

Required

- Previous professional work as a writer for games, film, TV, books, theater, or somewhere similar.
- Understanding of storytelling methods in games.
- Strong collaboration skills working remotely with other writers and creatives.
- Experience with character-led storytelling