



Game Writer [Unannounced Project] (f/m/d)

Mainz - Full-time - 743999966206895

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For a yet unannounced project developed at Ubisoft Mainz we are looking for a Game Writer (f/m/d). This new project, not related to the ANNO series, has a strong narrative focus, so it is your opportunity to shine! You would work in such varied areas as dialogue writing, systemic game texts, world building, story, and character development. You will be part of a carefully selected and highly motivated team of developers.

Your responsibilities:

- Write in-game-text and dialogue following form and content
- Create characters and the subsequent text and voice lines
- Creation and support of the audio book
- Support the conception of narrative concepts
- Support story and world building (lore)
- Work with internal tools to manage text creation, localization, and version control
- Lecture and rework 3rd party text contents
- Create additional game text for UI and marketing
- Closely collaborate with all disciplines inside a focused team

What you bring:

- Valid experience as a game, screen, or creative writer
- Excellent writing skills
- Native English language level
- A broad area of interest exceeding games
- Team player with a positive mindset
- A superior motivation to create high quality content

Bonus:

- Ability to work with digital text management tools
- Knowledge and interest in psychology, philosophy, and history
- Interest in literature (e.g. Poe, Lovecraft, Jackson, Maurier) and pop culture (horror)
- German language skills are a plus

What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- Please provide samples of your writing/previous work with your application.

What 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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops, and access to our training and development platform as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up to 350€ childcare support per child per month
- Company Pension Scheme: We offer an attractive company pension scheme
- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://mainz.ubisoft.com/en/>