

We are looking for a passionate **Writer** to join our team for our current and future projects.

This role involves a broad range of tasks related to the development, creation and implementation of narrative assets across a variety of game modes.

Our writers are expected to help craft the current and future narrative direction of our IPs by contributing ideas for e.g., narrative vehicles or characters and executing those ideas by writing various text elements connected to the narrative of our games.

If reading this ad excites you as much as it excites us posting it, send your resume and portfolio until 01.12.2022 to serenad@foodforthoughtmedia.com

Responsibilities:

- Developing plots, writing dialogues, and other texts associated with the creation of stories and educational materials
- Working together with the creative team to deliver original texts that support and enhance the gameplay
- Collaborating with the whole team to understand and meet their demands as well as resolve gameplay problems through narrative design
- Reviewing and/or editing submissions from other writers, both internal and external
- Crafting supportive documentation to communicate narrative features to other departments
- Participating in meetings and playtests with other departments in order to ensure proper implementation of narrative assets.

Your profile:

- 2+ years of writing experience, min. 1 shipped product
- Experience in other areas of game development (game design, narrative design, etc.) is a plus
- Excellent collaboration skills
- Ability to proactively identify undefined writing needs
- Skilled in writing entertaining and engaging dialogue with meaningful character interactions across different styles, tones, and mediums

- A good understanding of game design mechanics in relation to dialogue and storytelling
- Exceptional verbal and written communication in English, any other language is a plus
- Enthusiasm for transdisciplinary collaboration

Benefits:

- You'll write for the games you really care about, bringing all your creativity and passion into it
- We are a very social company with international production possibilities
- You'll be working in a diverse and international team, where the team is everything and everybody is important
- We have a great workplace in lively Berlin-Neukölln
- We all get 2+ weeks of vacation
- You'll have plenty of opportunities for career growth
- We offer the option to work remotely up to 80%

Founded in 2019, our Berlin-based collective Food for Thought is made up of experienced and well-established players from the games and culture sectors. Our primary focus is to develop educational computer games, media and cultural projects using creative technologies. The topics we address include ableism, accessibility, climate, environment, cultural heritage, gender, identity, LGBTQIA+, public sphere, racism and sexuality.