



Narrative Designer

We are Velan Studios, an independent game developer with a passion for the unconventional. We make innovative games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. We believe in maintaining a creative, collaborative, and diverse team environment at our studio, and we are looking for passionate and capable people to join our team of experienced AAA console developers.

We are seeking a Narrative Designer to join our team. The ideal candidate has a depth of skill and experience in narrative world-building, story creation, and script writing. The Narrative Designer will collaborate closely with the Game Director, Lead Narrative Designer, Concept Artists, 3D Artists, Systems Designers and other team members to drive, define and expand the narrative systems and back-story of our original IP game, *Knockout City*. The ideal candidate will be able to work within established tone and style and be able to take direction, while still bringing their own creativity to deliver novel and compelling game content.

Responsibilities:

- Design and implement thematic narrative elements for the on-going live services of *Knockout City*.
- Maintain the tone and style of our established IPs.
- Generate and maintain season theme guides, environment guides, character bios & dialogue, and other narrative documentation.
- Work closely with the Lead Narrative Designer and Concept Art Team to define regular seasonal content and back-story that expands and evolves the world of *Knockout City*.
- Prepare scripts and dialogue, along with reference materials, for regular voice recording sessions.
- Collaborate with Marketing Team to ensure that game narrative is properly represented in consumer-facing promotional materials.

Job Requirements:

- 3+ years experience in game narrative design and writing.
- Ability to iterate and respond to feedback within a fast-paced live service game development schedule.
- Capability to assess and create content that meets the tone and theme of an existing IP.
- Strong script-writing skills.
- Exceptional ability to communicate design concepts effectively, verbally, in written format, or visually to other disciplines
- Strong collaboration skills
- A passion for story-telling and world-building.

Big plusses:

- Experience in a live service narrative design role.



- Experience with VO recording and direction.
- Design experience in other areas of game design, for example Systems, Level, and/or Gameplay Design.
- Shipped titles on Console, PC and/or iOS platforms.

To apply for this position, send your resume and portfolio to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.

About Velan Studios:

Velan Studios is an independent studio comprised of a passionate and diverse team of seasoned developers. We are the creators behind Mario Kart Live: Home Circuit and Knockout City. Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios maintains a team of both remote and on-site employees. On-site employees work from our office in Troy, NY.