



# Narrative Designer [Anno] (f/m/d)

**Mainz - Full-time - 744000003837977**

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As a Narrative Designer you will participate in the crafting of a game's story, defining the story behind locations or objects, designing the narrative of quests, contributing to building the player's emotional journey.

The primary objective of the Narrative Designer in the Anno franchise is to create emotionally stunning and immersive narrative elements, like questlines, that transport players into captivating worlds, bringing historical and fictional settings to life through meticulous design and attention to detail.

*This is a parental leave cover role until the end of Aug 2025.*

## What you will do:

- Designing quests and narrative-driven content
- Implementing designed content via internal tools
- Planning assets required for the creation of your content
- Cooperate with other departments within an interdisciplinary team for content creation
- Integrating delivered assets (like gameplay elements, items, dialogue etc.) into a seamless, engaging and unique experience
- Support the Game Design team in defining systems and structures to support the game experience throughout the entire game, not just during story-driven moments
- Maintaining the highest possible quality of quests, and fixing reported bugs.
- Creating and maintaining design documentation

## What you bring:

- A minimum of 3 years' experience in the games industry
- At least one shipped commercial AAA title is a plus
- Experience translating emotionally impactful storylines into compelling Anno gameplay
- Basics of Storytelling
- Experience implementing content with Ubisoft's internal tools
- Keen eye for details, especially narrative coherence and historical accuracy
- Be a team player at heart but also able to work autonomously and within a project structure
- Be forward thinking and anticipate the needs of your project with a high degree of self-motivation and initiative

- Eager to grow and seek feedback
- Great communication skills and a positive can-do attitude
- Fluent in English, both verbally and written
- Familiarity with the Anno Franchise and strategy games is a plus
- Examples of style variety is 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 a portfolio with examples of your previous work/projects - be sure to check the link is working when applying

#### 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

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

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