

# Narrative Designer Internship

Achimostawinan Games is an Indigenous owned and operated video game company dedicated to developing Indigenous games for an Indigenous audience (and the world) while also helping Indigenous artists and communities develop interactive and digital content.

**Location:** Remote Work

**Time Zone:** Toronto, ON, EST

**Start:** January 4, 2021

**Type:** Part Time (10 months)

**Contract:** \$20,000 CAD

**Benefits:** Laptop (yours to keep upon completion of internship)

***Note:** Anyone who can legally work in Canada can apply for this job. If you are not currently authorized to work in Canada, we cannot consider your application.*

## Job Description

We are looking for an Intern Narrative Designer to join our talented team to work with our Narrative Mechanics Designer to collaborate with the Narrative Team on instructional and creative writing, dialogue, and text implementation. In addition, you will frequently be called upon to assist with editing, research and intellectual property input. You will be given on the job training so knowledge of game design and Unreal Engine is not required. We welcome applicants from a diverse background and especially welcome candidates who reflect our company mandate.

## Programming Languages

C; C++ (Unreal Blueprints)

## Job Responsibilities

- Report to the Narrative Mechanics Designer
- Work with the Narrative Design Team to develop interesting story arcs, settings, characters, and cinematics
- Maintain documentation for characters and lore
- Write in-game instructions, tooltips, lore summaries and backgrounds
- Write dialogue for NPCs
- Review and provide detailed feedback on in-game content
- Perform editing tasks as needed
- Manage own time and work efficiently within production deadlines;

## Qualifications

- Good time management and ability to work within deadlines;
- Excellent oral communication and written communication;
- Organized and able to thrive in a collaborative team environment;
- Ability to absorb, apply and give constructive feedback;
- Ability to adapt to different writing styles;

## Nice To Have:

- A strong passion for developing and playing games.
- Experience in film, theater, or television narrative and script writing.
- Successfully published writing work (plays, novels, short fiction, film, television, comics)
- Experience working in an Indigenous arts organization.

*Please send us a copy of your Resume/CV in English and three writing samples to <questions@achimogames.ca>*