

Narrative Game Designer for UNITY GAME (see SIMS VR/AR)

Who we are and what we do:

We, the international software company Avataris (<https://avataris.io>), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair, and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for a Narrative Game Designer.

Possible tasks (depending on your interest and suitability):

- Design and produce a full, clear, narrative game design document.
- Work closely with the Art Director and the Writers team to achieve the wanted result with dialogues, story mood/feeling and visual feedback.
- Design how the user will move/interact with elements/through the spaces in which the story will be told to lead the user through the whole story.
- Share your amazing game design ideas with the team
- Deal with/improve/implement all the already existing documents/concept for narrative game design inside the final one.
- Design primary/secondary stories as main/ sub-quest
- Provide quick concepts (written or visual) to the Lead Game Designer/Art Director to approve

Your skills/experience:

Important:

- Unity3D (2019+) and or Unreal engine experience
- Knowledge how to write game dynamics as, e.g.: a reputation point system.
- Support and know how to talk with writers, level designers and artists using also technical words (e.g.: in engine words as "collider") to explain your ideas.
- Confident with writing/speaking English so to correctly write the game design document.
- Problem-solving oriented, proactive, and self-organized
- Strong communication skills with external team members

- Organizational talent, conscientiousness and quality awareness

Advantageous:

- Experience in software development
- Previously worked as narrative game designer or general game designer.
- Strong passion for RPG games and know how to make the user live a story inside a videogame.

The advantages of our job offer:

- Leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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