



Narrative Designer

About PikPok

We love games, so we make games people love to play! Since 2009, PikPok has been making quality mobile games for the whole world to enjoy.

We focus on engaging and delighting players with high quality art, intuitive gameplay and rewarding in-game experiences.

Our team is based in Wellington, NZ, and is made up of talented folk from all over the globe.

We've released successful original games including Rival Stars® Horse Racing, Agent Intercept™, Into the Dead® 2, Flick Kick® Football Legends and Shatter™. We also work with top-notch partners to create fun, entertaining games that are enjoyed across the globe.

PikPok values the contributions of people with diverse backgrounds, experiences, skills, and perspectives. We want our games to reflect the diversity of the people playing them now and in the future. People with curiosity, a sense of ownership, and who actively collaborate will fit well with our values.

In return, we commit to being an employer who balances fun and delivery. We pride ourselves in providing a work environment where it is safe to be yourself. Our teams enjoy the satisfaction that comes from creating success and joy, entertaining the world, and working together.

PikPok is dedicated to delivering exceptional player experiences. If you have the same drive to support the delivery of quality of service to our customers, then you might just be the Narrative Designer, we're looking for!

PikPok Company Values

- Be Curious
- Take Ownership
- Collaborate Well

About the Design Division

PikPok's Design Division incorporates Game Design, Narrative, UX, Games User Research, Market Research and Audio.

The purpose of the Design Division is to improve company revenue through designing highly engaging, entertaining and retaining games with systems that maximise the monetisation potential in the target audience.

We work closely and collaboratively with all other divisions to help achieve product, divisional and company goals.

About the Role

We are looking for a **Narrative Designer** to help create stories and craft immersive experiences. Ideal candidates have both strong game writing skills and a strong sense of storytelling and narrative design through other methods. They will be familiar with a variety of media. They will work closely with other disciplines, showing autonomy, collaboration, and brilliant communication skills.

Narrative Design is not just about dialog. We're looking for a broad-thinking communicator who can tell stories through systems, mechanics, visuals, theming, and more, and understands narrative design as connecting various elements of games.

This is an exciting opportunity to help grow and define the Narrative Design Team! We especially want candidates with a broad view of what narrative design can be, who love to collaborate with all roles, and who want to help contribute to the culture and working relationship of the department.

Responsibilities

- Contribute to the writing and narrative design of games, according to the goals and specifications of the project. This includes, but is not limited to:
 - Game writing for dialogue, cutscenes, tutorials, and more
 - Communicating vision, tone, mood, and theme
 - Storytelling through systems, mechanics, and environments
- Work closely with the product team to ensure the narrative delivers on the project scope and vision
- Deliver the goals of the design department while collaborating well across all departments
- Be flexible and prepared to work on a variety of projects with a variety of needs

Requirements

- 2+ years professional narrative game design (or equivalent) experience
- Familiarity with narrative design tools, formats, and artifacts
- Skilled in MS Office Suite or Google Suite, particularly writing and flowchart tools
- Good understanding of the game development process
- Superior written and verbal communication skills
- Strong organizational skills and attention to detail
- Strong desire to learn and to collaborate

Pluses

- Experience writing in other media
- Written skills in other languages
- Experience with mobile games (specifically free to play games)
- Familiarity with the Agile framework and philosophy
- Bachelor's degree (or higher) in related field
- An approachable, empathetic, and encouraging personality
- Commitment to PikPok's values to Be Curious, Take Ownership, and Collaborate Well
- Directly related experience, such as storyboarding, concept art, scripting, etc.
- Other related experience, such as programming, UX/UI, mentoring, and more - tell us what you bring to the table

To Apply

Interested and qualified candidates should:

- Apply through the platform, or send an email to careers@pikpok.com with the following:
 - Your **resume/CV**, including game design and related experience
 - A **cover letter** telling us about yourself and why you want to work for PikPok
 - Links to your portfolio of work/writing samples, if you have them

Please note: Successful candidates can expect at least two online interviews and a design test.