Scriptwriter

Montreal - Full-time - 744000160725949

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As a **Scriptwriter** at Ubisoft Montreal, you will design and oversee the project's narrative content, including world-building, characters, tone, and in-game text. You will ensure narrative coherence across gameplay systems while translating creative intentions into clear, playable, and integrable content.

Working closely with production and in collaboration with design, level design, audio, and tech teams, you will help shape narrative direction, validate narrative choices directly in-game, and balance creative ambition with production realities.

What you'll do

- Design and oversee **narrative content** across the project, including world-building, characters, and tone
- Translate narrative intentions into **playable and integrable content** aligned with gameplay constraints
- Align **story structure with gameplay systems**, pacing, clarity, and replayability
- Collaborate closely with **design, level design, audio, tech, and production teams** to validate narrative choices in context
- Write narrative content for **cinematics, scripted events, and gameplay sequences**
- Create and maintain **in-game narrative text**, such as missions, documents, and systemic storytelling elements
- Make informed **narrative trade-offs** between depth, clarity, production constraints, and long-term sustainability
- Maintain **clear and up-to-date narrative documentation** throughout development

What you bring to the team

- Strong expertise in **scriptwriting and narrative design** for interactive media
- Proven ability to **own narrative decisions** within gameplay and production constraints
- Solid understanding of **game development pipelines** and narrative integration
- Ability to collaborate across disciplines and **integrate feedback constructively**
- Experience writing narrative content designed for **iteration and replayability**
- Strong **organizational and communication skills**
- Creative mindset with a strong **sense of observation and curiosity**
- Passion for storytelling in **games as interactive systems**

What to send our way

- Your CV highlighting relevant skills and experiences

- Writing samples or narrative projects relevant to games or interactive media