

Narrative Designer

PART-TIME CONTRACT · REMOTE, WORLDWIDE · ASYNC

Help us build worlds where digital beings live, remember, and react.

You'll write the arcs, outlines, and dialogue and actions of the main storyline for our fantasy game.

PAY \$300 USD / week	HOURS ~8 / week, capped	PAID TRIAL \$100	START ASAP	LOCATION Remote, anywhere
COMMUNICATION Async, Discord text	AGREEMENT Work-for-hire + NDA	EQUIPMENT Desktop Chrome	CREDIT After probation	

The studio and the game

Extropia Labs is an indie and experimental game studio founded in 2026. Our current game is an untitled 2D RPG with both dark and high fantasy elements. You work directly with our lead developer. You can invent cinematics and new areas for the story, and our artist will build them. You will work with tools that control character movements, interactivity, and dialogue.

The loop

You draft a quest, play it in the game, and revise: staging character movements beat by beat, holding voices and continuity steady across an arc, and tuning dialogue until each scene plays the way you intended. Most scenes take several passes, and the craft is in what you change on each one.

The on-path quest dialogue is handcrafted, and you are the one writing it, along with the character movements. The player helps write the story, assisted by an AI dungeon master, so you also prompt it into alignment with your arc, using an agent API and Claude Opus. The tools keep time logs of your testing sessions as a normal part of the loop. Your writing is never used to train or fine-tune models.

Your first assignment

Shortlisted applicants complete a \$100 paid trial task. Once you're hired, probation is your first assignment: a short, light-hearted side-quest series for Ryn, our first playable heroine, where you learn the tools and we both see if it's a fit. From there, you take on the rest of the main storyline and side quests for each playable hero. Pass probation and stay on, and you're credited as Narrative Designer.

Who we want

REQUIRED

- Experience as a tabletop game master or writing tabletop adventures, or narrative design experience
- A sample of structural writing, such as an adventure, a quest design doc or GM prep
- Familiarity and comfort with AI tools

BONUS

- A shipped game
- Writing for interactive or AI story systems such as AI Dungeon, Ink or Twine

extropia.io/jobs

Apply with your name, email, a short introduction, and a portfolio or resume (a link, or up to 5 files of 5 MB each)