

JIN JASON
SCREENWRITER

As a small child, Jin could hardly wait to learn to read and write—whether poems, school newspaper articles, plays, or novels. Whether studying German language and literature, sociology, or game design. Whether on paper or on poetry slam and stand-up comedy stages: using words to create worlds and characters that touch others is not only a passion for Jin, but also a survival strategy.

Jin is queer, POC, and a mother of two. She has experienced some traumatic moments in her life, including a battle with cancer. But writing, often spiced with a pinch or two or five of humor, allows her to let her experiences flow into her work and transform them into stories.

Jin loves film, especially series, because it has the potential to build bridges between realities of life that otherwise would not come into contact. Jin wants to use this potential to bring people closer together—regardless of topics or genres, because Jin can get enthusiastic about almost anything, but especially new perspectives.

That's why Jin prefers to work closely with other people – on a shared „baby.“



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FILMOGRAPHY - JIN JASON

- 2026/27 **DIE PFEFFERKÖRNER**
SERIES | CRIME/CHILDREN | LETTERBOX
(writing team, season 24)
- 2025/26 **DIE PFEFFERKÖRNER**
SERIES | CRIME/CHILDREN | LETTERBOX
(writing team, season 23)
- 2025 - DATO **GO BOOBS (WT)**
SERIES | COMEDY | LOZEN FILMS
(co-author, in development)
- 2025 - DATO **THE GLASS ROOF (WT)**
SERIES | POLITICAL THRILLER | LOZEN FILMS
(co-author, in development)
- 2022 - DATO **HOW TO CARE FOR A DUCK (WT)**
FEATURE FILM | DRAMEDY | MOVIE TALES
(idea, screenplay, in development)
- 2024/25 **THE PATRIARCH (WT)**
FEATURE FILM | DRAMEDY | GAUMONT
(idea, treatment)
- 2023/24 **BEYOND THE BOX (WT)**
SERIES | SCIENCE-FICTION | TELLUX / ZDF NEO
(treatment, outlines, co-author)
- 2023/24 **LOST QUEEN (WT)**
TIVIFILM | HEIST/YOUTH | STUDIO ZENTRAL
(idea, treatment, co-author)



OTHER PROJECTS (SELECTION)

2020 - DATO COMPUTERSPIELSCHULE ONLINE

ONLINE-YOUTH CLUB | CREATIVE GAMING E.V.

(concept, media education support)

Dieter Baacke Award 2020

2020/22 ONLINE MEETING PLATFORMS

EINMAL BRAINWASH UND ZURÜCK

FEZ-MAGIC CASTLE (LIFE RPG)

UP & COMING 21 | GOLDEN SPARROW 21 & 22 | PLAY & CODEWEEK

(world & story design)

2020 SCHNEE

MUSIC-VIDEO | ANIKA AUWEILER

(story design, animation)

2020 INSTAHEROES

SERIOUS-GAME | CREATIVE GAMING

(story design, graphics)

2019 LOST EMBER

ADVENTURE-GAME | MOONEYE STUDIOS

(character animation)

2016 - 2019 CRYSTAL CLASH

RTS-GAME | BROKEN GAMES

(animation)

2015 - 2016 TRACES OF MY BROTHER

SHORT FILM | STUDIONICE & EYECATCHPRODUCTIONS

(layout, modeling, animation)

2016 | Best Animation | Festival de Cine de Santander, Columbia

2016 | Runner-Up: Animation Film | UGU Film Festival, South Africa

2014 PENDERECKIS 3 MINIATURES

SHORT FILM | STUDIONICE & EYECATCHPRODUCTIONS

(screenplay, direction, animation)

2013 -2014 TABALUGA UND DIE ZEICHEN DER ZEIT

FEATURE FILM (FULLDOME) | STUDIONICE & FROGFISH STUDIOS

(animation, modeling)



OTHER ACTIVITIES

2022 – Dato **STAGE**

poetry slam | stand-up-comedy | moderation

2020 – Dato **FREELANCER**

media education

2020 – Dato **INITIATIVE CREATIVE GAMING E.V. CG**

media education | focus: games & story

2020 – Dato **PLAY – CREATIVE GAMING FESTIVAL**

workshops | organization

2014 – 2020 **FREELANCER**

storyboarding | animation

2018 – 2021 **LECTURER AT MD.H BERLIN**

2D & 3D character animation | storyboarding and animatics

2013 – 2014 **INTERNSHIP AT STUDIO NICE**

animated film

2010 – 2014 **STUDIES GAME DESIGN AT HTW BERLIN**

spezialisization: animation & narrative design (screenplay)

2008 – 2010 **STUDIES GERMAN LANGUAGE AND LITERATURE & SOCIOLOGY
UNIVERSITÄT POTSDAM**