Senior Game Producer

Description

As a SeniorGame Producer at Mob Entertainment, you will be at the forefront of game development, driving the creation and delivery of captivating interactive story experiences. You will collaborate with cross-functional teams, oversee project timelines, and ensure that our interactive story games meet player expectations and business objectives. Join us in shaping the future of narrative-driven gaming! Key Responsibilities: Project Management: Lead and manage the development process, from concept to release, ensuring that games are delivered on time and within budget. Collaborate with development teams, including designers, artists, engineers, and QA testers, to define project goals and milestones. Work with your key reports to create an organizational structure, processes, and project plan that allow the team to produce high quality work efficiently. Budget and Resource Allocation: Create and maintain project budgets, allocate resources effectively, and track expenditures. Manage relationships with external vendors and partners, if applicable. Quality Assurance: Maintain a high level of quality throughout the development process, overseeing testing and ensuring that games meet our quality standards. Risk Management: Identify potential risks and issues early in the development cycle and implement strategies to mitigate them. Make data-driven decisions to optimize development processes and project outcomes. Communication: Act as the central point of communication for the development team, providing regular updates to stakeholders and addressing any concerns or roadblocks. Passionately articulate goals and team principles to help form a stimulating and fun work environment and culture. Product Vision: Work closely with the game design team to translate creative concepts into actionable development plans. Ensure that the final product aligns with the vision and goals of the project. Launch and Post-Launch Support: Oversee the launch of games, coordinating marketing efforts and community engagement. Qualifications: Bachelor's degree in Game Development, Project Management, or a related field (or equivalent experience). 5+ years experience as a Game Producer, with a track record of successful game launches. Robust problem-solving skills, along with a keen attention to detail. Strong understanding of game development processes, including game design, art, programming, and QA. Excellent project management skills, including experience with Jira, Confluence, and the Google Suite. Strong experience working within Agile methodologies. Effective communication and leadership skills. Ability to thrive in a fast-paced, creative, and collaborative environment. Passion for gaming and a deep understanding of player preferences and industry trends. Familiar with teams that are working with the Unreal engine. OUR CORE VALUES: Storytelling Quality Obsession Creativity Subversion Collaboration Scrappiness EMPLOYEE EXPECTATIONS: Kindness Result-Oriented Autonomy Efficiency Humility Be real. Be weird. #LI-remotePlease mention the word **SPARKLE** and tag RMTE1LjIzOS45MS41OQ== when applying to show you read the job post completely (#RMTE1LjIzOS45MS41OQ==). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization

Mob Entertainment

Job Location

St. Louis, Missouri, United States

Base Salary

$ 65000 - $ 105000

Date posted

April 25, 2024

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