Game Project Manager

Description

As a Game Project Manager, you will play a pivotal role in driving the successful delivery of our game projects from conception to launch. You will collaborate closely with cross-functional teams, including game developers, artists, designers, and QA testers, to ensure projects are delivered on time, within scope, and to the highest quality standards. Responsibilities: Project Planning and Execution: Develop and maintain comprehensive project plans, timelines, and budgets using Jira and Confluence. Coordinate with stakeholders to define project scope, objectives, and deliverables. Drive the execution of project tasks, monitor progress, and identify and mitigate risks. Team Leadership and Collaboration: Lead and motivate cross-functional teams to achieve project goals and milestones. Foster a collaborative work environment, encouraging open communication and idea sharing. Provide clear direction, guidance, and support to team members throughout the project lifecycle. Resource Management: Allocate resources effectively to ensure project requirements are met within budget constraints. Identify resource gaps and work with management to address staffing needs. Manage external vendors and contractors as necessary to supplement internal resources. Risk Management and Problem Solving: Identify potential risks and issues that may impact project delivery and take proactive measures to address them. Implement effective risk mitigation strategies and contingency plans as needed. Resolve conflicts and challenges that arise during project execution in a timely and professional manner. Stakeholder Communication: Serve as the primary point of contact for project updates and status reports. Communicate effectively with internal stakeholders, including senior management, to provide visibility into project progress and address any concerns. Facilitate regular project meetings, workshops, and reviews to ensure alignment and engagement across teams. Skills: Strong leadership and team management skills, with the ability to motivate and inspire cross-functional teams. Excellent communication and interpersonal skills, with the ability to interact effectively with team members and stakeholders at all levels. Solid understanding of game development processes and methodologies, including Agile and Waterfall. Proficiency in project management tools and software Jira, Confluence, and Google Suite. Passion for gaming and a deep understanding of the gaming industry trends and player preferences. Education & Qualifications: Bachelor's degree in a relevant field (e.g., Computer Science, Business Administration, Project Management, Creative Production). 4 + years of experience in Project Management in a game environment Proven experience as a project manager in the gaming industry, with a track record of successfully delivering complex projects on time and within budget. PMP certification or other relevant project management certifications preferred. #LI-RemotePlease mention the word **FUTURESTIC** 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