

Reporting to the CEO, the Creative Director will be responsible for establishing and executing the creative vision for a broad portfolio of games that were bringing to life and market. This role will oversee story, game design and art teams, helping to shape amazing games people around the world love to play.

The ideal candidate is a creative visionary who takes a collaborative, data informed approach to innovation, has led art and design teams from concept to launch, shipping games across a variety of platforms on time and on budget. They are comfortable taking ownership on all levels, from creation of business justifications and budgets to hands-on feature design and high-level creative strategy. Ultimately, at the core this individual is awesomely talented, data driven, enjoys growing people, and a good human being with a healthy dose of humility and passion for games

### **KEY RESPONSIBILITIES**

- Provide creative vision and guidance, shape the overall style of games, including gameplay, visual and audio element
- Lead, manage and develop the creative resources (internal and external - art, game design and story teams) for a portfolio of games ensuring on time, on budget delivery
- Present innovative ideas to drive to enhance gameplay and player engagement
- Partner with Publishing and Product teams to create strategies that include prototypes, a funnel of new games for diverse audiences and communities of players
- Develop a system and creative framework that supports the development and publishing of a myriad collection of games and genres utilizing both internal and external resources
- Assess challenges, set and effectively communicate guidelines, accountability and resolution progress to team, partners and leadership
- Make creative, innovative, data informed decisions that stay on track with company objectives and strategies

### **QUALIFICATIONS**

#### **Required**

- Degree in Art, Design, Game Development or related discipline
- 10+ years video game industry experience
- 5+ years experience defining creative game design direction and leading multi-disciplinary teams
- Experience taking games AAA and Indies games from concept to completion, ideally across multiple genres and platform
- Ability to inspire people and work in a highly collaborative, team-based environment
- Strong understanding of game design principles, player motivations, and game mechanics that impact player engagement and retention

- Experience developing processes that enable data driven commercially successful design decisions
- Lead through influence and build consensus while balancing momentum and agility