

A Development Director (DD), is responsible for ensuring the successful delivery of a game's feature and live content on time, within budget, and to the desired quality. The DD oversees the project schedule, hiring, and managing multiple sub-teams to accomplish the project's goals.

KEY RESPONSIBILITIES

- Manage various disciplines, including artists, designers, software engineers, development managers, and other production staff.
- You have oversight over the project development process and play an important role in supporting the development team from one project phase to the next while ensuring quality, collaboration, and communication.
- You will partner with central business leaders and partner project teams to ensure that they are managing the project on time, to expected quality levels, and within budget
- Build and evolve an efficient team; identify resourcing needs, provide challenges and developmental opportunities to ensure that all employees reach their potential.
- Regular communication with the project team and coordinates dependencies with external partners
- Establish and assign work from defined project goals; achieve project deliverables through managing a team at a project or sub-project level.
- Organize planning, scrum, and sprint retrospective sessions with their team in an Agile development framework
- Assessment and mitigation of risks for areas of ownership
- Partner with core project teams to manage scope and quality

QUALIFICATIONS

Required

- 8+ years project management or team leadership experience
- Education requirement: University degree Bachelors or equivalent professional experience
- Demonstrate a high level of written and verbal communication across all levels and organizations.
- Experience in various project management methodologies such as Waterfall and Agile