

We are looking for a professional with in-depth knowledge of game development acquired by having led the delivery of AAA game franchises. This role requires highly developed relationship building skills, the ability to build credibility and influence within and outside the Studio. It also requires comfort in using multiple leadership and partnering styles (e.g. coach; mentor; directive/prescriptive as required), and an ability to engage, lead, and influence meaningfully at all levels.

KEY RESPONSIBILITIES

- 10+ years' experience in game development.
- Successful track record in leading the project delivery of AAA game franchises
- Significant project and risk management experience.
- Proven experience in providing complex project solutions across multiple disciplines that consider process and technology.
- Experience in the development and delivery of games-as-a-service considered a strong plus
- Strong understanding of the key components of building and delivering software as a service is a plus.

QUALIFICATIONS

Required

- Strong leadership skills: ability to challenge and influence a variety of stakeholders.
- Self-starter who can identify and solve problems.
- Excellent change management skills, i.e., comfortable with ambiguity and constant change, yet able to set priorities and execute on commitments.
- Flexible and agile: ability to adapt quickly and be effective in new situations a highly dynamic environment.
- Ability to prepare/present high impact business cases/analyses/recommendations to exec team.
- Able to effectively and quickly build relationships and establish trust, respect, competence and confidence.
- Possess passion, energy, enthusiasm to drive results; highly action oriented.