

As a Localization Producer, you believe that authentic and immersive localization enriches a global audience's gaming experience. You'll work closely with Central Development and Localization leadership in regional offices to build a high-functioning Localization discipline and to meet the objectives of several, simultaneous projects. You've dedicated a lot of time thinking about the balance of speedy content creation and quality and can help product teams successfully balance the two. You should have an internal game development experience with a special focus on localization.

KEY RESPONSIBILITIES

- University Degree
- 2+ years of experience on products with your fingerprints all over them.
- Never-ending desire to grow and learn.
- Collaborative, team-player with experience working with cross-functional teams.
- Ability to make data driven decisions from large amounts of information.

QUALIFICATIONS

Required

- 3+ years as a dedicated localization producer or project manager in a AAA gaming studio or a globally-shipped entertainment or technical product
- Experience working with multiple technical and creative disciplines
- Excellent analytical skills: understanding, simplifying, and solving any problems
- Experience shipping multiple games or creative products with a large number of active users to global regions (entertainment, multimedia, software, etc.)
- In-depth knowledge of localization content management systems, version control systems, and media localization tools
- Excellent verbal and written communication skills across various platforms
- Strong interpersonal skills with emphasis on building productive and positive relationships with external partners, managers and peers
- Experienced in working with multicultural, globally distributed teams on projects and processes
- Experience working with large sets of data through analysis and application on a large scale