

As a Recruiter you will drive full life cycle recruiting. We know that it takes phenomenal talent to make phenomenal games, so we're always seeking out Talent Professionals that demonstrate enthusiasm for our industry, passion for our people, and the motivation to support our studios on the path to success. Our Talent Professionals build trust and credibility with the business and act as consultants to hire the outstanding people for our open roles. You will get to flex your recruiting muscles across several teams including Engineering, Design and Production.

KEY RESPONSIBILITIES

- Own the end-to-end recruiting process for game development roles across subject areas to include, Art, Animation, Design and/or Engineering
- Partnering with recruitment coordinators and talent sourcer to find, attract, assess, and hire for all open roles
- Collaborate with hiring managers to understand their team's talent needs, develop a tailored sourcing strategy, provide advice, and implement the plans to assess and hire top talent
- Source and build pipelines of candidates using all available systems and tools
- Serve up a high-touch candidate experience from first outreach through a new hire's first days with timely communication and a diligent follow-through
- Facilitate interview process, hiring decisions, and offer negotiations
- Partner with HR to support new hire onboarding tasks including employment contracts, visa documentation, orientation, onboarding paperwork and other related projects
- Help ensure recruiting data integrity by using our ATS (Workday Recruit) to optimize and detail your work
- Apply data and analytics to drive decision-making with partners
- Work with your colleagues in systems, assessment, analytics, talent attraction, and talent planning to level up your broader skills and knowledge base
- Be a proactive ambassador and ally, for diversity, equity, inclusion efforts in all things we do
- Build broad market knowledge of the mobile and AAA gaming space to understand trends and the hiring/retention of top talent

QUALIFICATIONS

Required

- 3+ years of full cycle recruiting experience
- Process driven and demonstrable track record to navigate ambiguity and solve challenging problems
- Experience balancing multiple searches and client relationships simultaneously
- Ability to pick up new ATS systems, tools and technology (e.g., Workday Recruit, Eightfold, etc.)

- 1+ years or more, recruiting experience working in either the Video Games, Animation or VFX Industry