

As a Release Manager you will conduct our product releases, manage submissions and compliance certifications processes and also cooperate closely with our internal teams and external partners involved in product launch processes.

KEY RESPONSIBILITIES

- Participating in the product launch process, external build certification.
- Assisting with submissions to age rating agencies.
- Keeping up with the release checklist, key dates.
- Ensuring the proper communication flow between external partners and the development team.
- Working closely with the LiveOps team and taking part in submitting builds to external partners.
- Working closely with the dev team, production, QA, and Live Ops teams.
- Providing reports.

QUALIFICATIONS

Required

- Min. 2 years experience in the game development industry working on mobile and/or PC, console projects.
- Experience with any platform submission protocols and digital storefronts.
- Technical orientation/understanding of software development process.
- Knowledge of the game development processes.
- Strong verbal and written communication skills.
- Detail-orientation with very strong organizational and tracking skills.
- Excellent communication and interpersonal skills.