

Establish and refine the team's vision in addition to driving the organization and delivery of the team's feature work. Collaborate with game/feature teams working in the League Client tech space to develop and deliver workflow improvements and pave the way for more efficient development.

KEY RESPONSIBILITIES

- Create and maintain project schedules and milestone documentation, monitoring the progress of milestones and specific tasks against those schedules.
- Identify other teams with necessary technical knowledge and responsibilities to cultivate relationships in order to drive a project forward.
- Identify all groups and teams affected by a project, and involve them – solicit their input on requirements and follow up through execution to confirm requirements are being met.
- Hold regular meetings with the project teams, individuals and business partners to discuss status, resolve issues and share information.
- Drive consensus on technical decisions to satisfy requirements.
- Break down large or complex projects into meaningful subprojects.
- Ensure a common understanding and agreement on project scope and goals and on any subsequent changes.

QUALIFICATIONS

Required

- Bachelor's Degree or equivalent experience.
- Minimum 4 years of experience as a producer/project manager/program manager.
- Familiarity with programming and/or scripting languages (e.g. C++, Python).
- Strong understanding of software development and project management processes and practices.
- Strong ability to work with various producers, developers and testers across multiple studios and projects.
- Experience working with distributed teams and facilitating effective virtual and in-person meetings.
- Familiarity with Agile Development methodologies.
- Experience with Microsoft Office (emphasis on Excel), Hansoft, JIRA, Confluence and other project tracking and bug database software.