Mobile Games Producer

We are a very agile, focused, and lean team, striving to make a world-class Puzzle RPG game.

Our team is hungry to deliver results, thrives in an open feedback culture, and very passionate about making the next big Mobile Free2Play Puzzle hit.

The Mobile Games Producer manages the development, and project operations of our game team.

You are in charge of ensuring all team members are aware of their current tasks at hand, ETAs, and seamless creation of new game content, and game updates coordinating our Art team, Developers, QA, and marketing teams.

This position is heavy on project management with a major focus on Art creation, and relaying feedback between outsource art teams and in house art direction, among other project related tasks.

We are currently in soft launch on our new game and the **responsibilities** you will assume:

* Creation and management of the art development schedule for all projects (new and existing games) throughout the art management life-cycle (prototyping, pre-production, production)
* Coordinating and managing creative feedback and approvals
* Regularly communicating and coordinating with the production staff and management team
* Coordination and documentation of art development meetings
* Assisting with the organization, development, and revision of art style guide and art pipelines
* Work in close collaboration with the Art Director and company’s senior leadership to foster strong cross disciplinary relationships for a high-functioning team

**﻿Skills and Experience** that would benefit you greatly in this position:

* A sincere passion for games and gaming
* Great Communication skills in English
* Outstanding organizational and time management skills as well as outstanding oral and written communication skills
* A thorough understanding of, and demonstrable experience working within a modern game development process (e.g. estimating workflow, identifying bottlenecks and dependencies, evaluating work quality, and anticipating and proactively solving problems)
* Extensive knowledge of and experience with common scheduling applications
* **Plus:** At least one shipped title where credited as a producer
* Self-motivated team player with very strong work ethic and collaborative attitude