



## **Release & Build Specialist**

### **Job Purpose**

You will support all game projects across the studio by ensuring key software services run smoothly, maintaining code and asset repositories, and providing troubleshooting for the development environment. Working closely with cross-discipline teams, you'll use your technical and organisational skills to help deliver high-quality releases.

### **Job Responsibilities**

- Oversee and maintain code and asset depots/repositories, supporting reliable versioning and build generation for mobile, console and PC game platforms.
- Provide Perforce and Git end-user support for multiple projects alongside back-end administration of Perforce instances.
- Identify tool support requirements for projects and proactively discuss requirements with the Tools Team.
- Be responsible for the creation, maintenance and efficiency of the multiple CI/CD pipelines that exist in the studio.
- Maintain a general knowledge of the production pipelines and tools, providing up-to-date documentation on workflow methods and pipeline systems within a centralised accessible location.
- Ensure build farm uptime and performance, addressing constraints like storage capacity, build failures and archiving requirements.
- Deliver game builds to internal teams (Development, QA) and external stakeholders (Localisation, Marketing, HQ, submissions) as requested by Production.
- Interface with projects and Release Management to verify submission requirements and support successful multi-platform releases.
- Automate infrastructure for multiple projects, including source control depots and build systems to ensure they are efficient and trustworthy.
- Collaborate with Production teams and Technical Directors to develop and administer workflows and toolchains.
- Conduct any ad-hoc tasks when required.

## Skills and Knowledge

- Strong proficiency with source control management software (Perforce, Git).
- Solid understanding of CI/CD pipelines and platforms (TeamCity, Jenkins).
- Familiarity with cloud-base infrastructure desktop environments (Linux, Windows).
- Proficient in at least 1 scripting language across all operating systems (XML, PowerShell, JSON, Batch scripting).
- A proactive approach to troubleshooting and resolving issues.
- Ability to adopt and effectively communicate using different styles when working with team members across the world with various cultural backgrounds.
- Organisational skills, with the ability to manage and integrate large volumes of game data.
- Strong emotional intelligence.
- A willingness to learn and develop knowledge of new build system technologies.

<b>JOB DESCRIPTION</b>	Release & Build Specialist
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