

Production Director



Our Purpose

A global arts and entertainment company
Making imaginary worlds a reality

Our Values

creativity, courage, community, kindness,
excellence and kotahitanga

Role Overview

The Production Director manages production teams across multiple projects and acts as the key liaison for external production partners, including publisher relationship, porting, and external contractors.

Additionally, they are a key member of the Game Studio Leadership Team and act as TIC in the Studio Director's absence. The Production Director reports directly to the Studio Director.

Key Accountabilities and Outcomes

- Key liaison for all external developer communications including publisher, co-development partners, localization, and other product delivery partners.
- Work with the executive team on development of game production and resource plans, production schedules, negotiation of developer agreements and working with legal to draft contracts and agree terms.
- Work closely with the Studio Director in strategic planning and long-term plans.
- Management of the Production and QA Teams
- Management of external contractors including development partners and contractors, localization vendors, porting and other external partners as required.
- Hiring and Recruitment, including preparation of Job Descriptions, liaising with People and Culture on the recruitment process and managing role approvals.
- Work closely with the Studio Director to plan and prepare for the ongoing success of the Game Studio division, including assessment of new initiatives, projects, partnerships, and games which move us closer to our goals.
- Support the Studio Director in strategic planning, including negotiation of development contracts, creation of long-term plans for product IP, and management of external partners.
- Drive production strategy and processes throughout the studio, working with the executive team and department leads to ensure projects are delivered on time and budget, to the creative and artistic quality expected of Weta Workshop.

- Stand in for Studio Director as required.
- As a leader of others: Builds the 'big picture' by championing Wētā Workshop's philosophy, values, and strategic initiatives; Makes things happen by establishing team goals, processes, and role clarity, taking action that's in the best interests of the company; Creates awesome teams by building trust and a safe environment to learn, create, and contribute freely.
- Champions excellent health, safety and wellbeing practices.

Experience and Qualifications

- Game studio management or operations experience in mid to large teams.
- Multiple shipped titles in a technical capacity. Detailed knowledge to technical requirements to ship across multiple platforms including PC, console and mobile.

Key Working Relationships

Internal

- Studio Director
- Game Developers

External

- Publisher
- Partner and Contractors
- Other External Stakeholders

Key Working Relationships

Direct reports: Yes (number to be confirmed)

Job description updated April 2024