



Production Director

Reports to: Studio Director
Location: Miramar, Wellington

Role Purpose

The Game Studio exists to make awesome games.

The Production Director manages the production team and is a key member of the Game Studio Leadership Team. Additionally, they act as a key liaison for external production partners including publisher relationship, outsourcing and external contractors.

Key Accountabilities & Outcomes

- Key liaison for external developer communications including publisher, co-development partners, localization, and other product delivery partners.
- Work with the executive team on negotiation of developer agreements and working with legal to draft contracts and agree terms.
- Work with the Studio Director and Studio Senior Leadership in developing studio strategic plans.
- Management of the Production team
- Day to Day Management of external partners and contractors.
- Proactively assess and mitigate game production risk
- Work closely with the Studio Director, Creative Director and Technology 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.
- Drive production methodology and practice, working with the games studio leadership team and department leads to ensure projects are delivered on time and budget, to the creative and artistic quality expected of Weta Workshop.
- Manage multiple projects simultaneously as required.

Health, Safety, and Well-being

- Follows all health, safety, and well-being rules, procedures, and instructions. Takes reasonable care to look after their own H&S at work and the H&S of others.
- Champions excellent health, safety and wellbeing practices.

Qualifications & Experience

- Previous experience in a Production Director or Senior Producer role (and have shipped at least 1 game in that role)
- Shipped at least 2 PC/Console Games in a production role
- People leadership experience

Skills & Competencies

- Familiarity and high level of competency with Atlassian project management software
- The ability to influence and lead with and without authority

Key Working Relationships

Internal

- Studio Director
- Game Studio Leadership team
- Game Developers

External

- Publisher
- IP Holders
- Outsourcing partners and contractors
- Other External Stakeholders

People Management

Responsible for the game production team.

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.

Change to Job Description

Completed on: 1/07/2025 Review Date: 1/07/2026