PRODUCTION DIRECTOR

Job Purpose

Ultimately responsible for Production oversight of all games and technology being developed within our studios and making sure they align with both the studio and company goals.

You will be a Production mentor and coach for your direct reports, whilst giving them the space to be able to develop strategic thinking and make brave decisions. You will be equally at home engaging and inspiring individuals from the Creative, Tech, Design and QC teams.

You will represent the productions at Management Board level and ensure the Production Strategy is relevant and in keeping with the goals set out by the Management Board.

Reports To

Managing Director

Direct Reports

Producers & Discipline Manager.

Responsibilities

- Regular contact with your direct reports to ensure they can seek advice, discuss ideas and ultimately deliver successful projects.
- Oversight on each project's Production Roadmap, Budgets and Risks
- Review and approve staffing plans in line with the Production Roadmaps. Targeting an increase in diversity across our teams.
- Empower with our cross-discipline management teams to ensure all members of staff have a consistent experience in all aspects of their working life at our studios.
- Work with the members of the Management Board on the Studio Strategy and ensure the Production Strategy fits within this structure.
- Collaborate with other studios and HQ teams to find ways to build long term partnerships, increase efficiency and maximise ROI.
- Engage in Production Executive sharing sessions to ensure you are across the latest trends and can ensure any local lessons can be shared across the group.

Skills and Knowledge

- You will have led multiple cross discipline software projects to a successful conclusion and be able to demonstrate examples of this.
- You have transitioned to a role where you are responsible for the delivery of multiple projects in parallel.
- You have demonstrated your abilities to think widely and have created successful Production strategies.
- You are calm under pressure, empathetic and great at building mutually beneficial relationships based on trust.

- A passion for video games and an interest in the industry
- Ability to quickly adapt to change, work effectively under pressure and handle competing priorities while managing expectations.
- Exemplary written, interpersonal and communication skills;
- In depth knowledge of the video game industry and production processes.
- In depth knowledge of the video game market, qualities of leadership and/or knowledge of technology.
- Ability to adapt and effectively communicate using different styles when working with team members across the world with various cultural backgrounds.
- Strong emotional intelligence.
- Extensive knowledge of the Microsoft suite e.g., Word, Excel, OneNote, MS Project, PowerPoint and Outlook;

Relevant Experience

- Experience in a full-time project management or transferrable role with relevant skills is essential.
- Experience in the video game or software development industry is desired but not essential.
- Experience in team and direct line management is essential.