

Will you be part of our adventure?

We're looking for world-class game makers and bright new talent -- people who want to work on beloved products and do some of the best work of their careers. Here are the kinds of people we love working with: people with new ideas; people smarter than us, who can help us learn new tricks and also grow themselves; people who love both games and the technology inside them; people who have an entrepreneurial spirit; people who enjoy tackling difficult problems and doing things that have never been done before. Does that sound like you?

We are currently seeking an **Associate Producer** to join our growing team. As an AP you will assist a Sr. Producer (SP) in managing the development of a game project from production to release. This role focuses on leading a subset of team members in specified area(s) to execute on the game vision, owning day-to-day operations for that area, and maintaining alignment with the Producer and game vision.

What will you do?

- Lead team members in designated areas enthusiastically, responsibly, and efficiently
- Drive execution of the vision, goals, and schedule in designated area(s)
- Work with the Sr. Producer to drive the project to completion
- Support the Game Director's quality standards
- Foster a healthy team and culture of success
- Oversee area sprints, team accountability, and impart status/delays to Sr. Producer
- Direct area tasks and adjust scope or resources as needed to meet deadlines
- Identify, resolve, and communicate risks in designated area to Sr. Producer and team leads
- Sustain project structure, processes, and production tools in area
- Work with and support team leads in balancing creativity, quality, and schedule
- Foster effective communication and information flow between disciplines / areas
- Be the driving force to produce results in specified areas, not facilitate outcomes
- Interface with Sr. Producer to align efforts with overall game vision and goals
- Identify area resource needs and makes requests to Sr. Producer
- Serve as backup contact for internal divisions (Marketing, Branding, Community, QA, etc.) and stakeholders (Executive team) in specified area(s)
- Serve as a backup contact for external stakeholders (publisher, marketing partners, etc.) in specified area(s)
- Fill various production roles as requested by Producer

What will help you be successful in this role?

- You must love games!
- A minimum 2-3 years experience working in a production role in games, or other creative industry
- Attention to detail, strong organizational skills, and the ability to drive schedules
- Strong verbal and written communication skills
- Being a self-starter who is able to identify and solve problems
- Always understanding that there are better ways, and wanting to strive to find them
- Appetite to learn new approaches in leadership and project management
- Understanding of Agile Development, Agile Roles, and workflows
- Willingness to solicit and accept feedback
- Ability to work well in a high paced, iterative, team environment

To apply, please send your resume to hire@playfulcorp.com