



Cloudhead Games is seeking a **Producer!**

Cloudhead Games is a VR game studio based out of Vancouver Island in beautiful Qualicum Beach, B.C. focused on bringing the most advanced virtual reality experiences to market. With over five years of research & development we have created innovative solutions and award winning content, proving the capabilities of this new medium.

As a Producer, you will help us blaze trails through the great possibilities of VR. A successful candidate must have a strong preference for working in a fun, creative, and innovative development environment poised for growth. The Producer will lead the team and have ownership of producing new and exciting IP's, with the expectation of delivering quality products while making certain it executes upon the Creative Director's vision. You'll be involved in the development of new content, features, marketing, budgeting and scheduling of internal and external resources. This is achieved by working closely with the CEO and Management team to identify needs and use resources efficiently and appropriately. You must be an amazing communicator capable of dealing with a wide variety of internal and external partners at varying levels of seniority. You keep us on track, on time and in scope.

Dedication and excitement for VR runs deep within our company, so you should bring the passion to match.

Leadership:

- Lead teams during development to establish needs; allocate resources, and maintain contact throughout project to ensure those aspects of development are progressing appropriately with AAA standards in mind.
- When required, act as a liaison between partners and development teams to ensure smooth and effective communication.
- Facilitate development related meetings to ensure the creative process is encouraged and organized.
- Utilize excellent verbal and written abilities to communicate accurately, tactfully, conveying competency, helpfulness, and support.
- Reflect a strong interest in nurturing team development and the well-being of team members.
- Have a keen sense of humor and enjoy having fun at work.

Responsibilities:

- Work closely with the CEO & Management team to provide oversight of the master schedule and help manage team resources for multiple projects.
- Facilitate all creative, design and production focused communication with all key stakeholders and team members keeping the Creative Directors vision in mind.
- Ensure all documentation, milestones and deliverables are tracked, scheduled, budgeted and delivered at the highest level of quality.
- Analyze/assess new features and game modes from a financial ROI standpoint as well as game quality impact.
- Develop milestones to integrate into existing process and review deliverables within this context.
- Actively participate and contribute to the marketing plan for all projects.
- Be an active participant in design reviews, with particular regard to quality and schedule.
- Determine human resource needs per project and collaborate/support management with hiring plans.

Qualifications:

- 3-5 years of experience in a producer (or similar) role.
- Experience working with external publishers as well as self published models.
- Experience working with distributed teams.
- Strong understanding of game-specific technical knowledge and game production.
- Excellent skills with bug databases and workflows, Powerpoint, Excel, MS Project, Google Docs etc.
- Experience with Agile methodology.
- Experience creating and maintaining schedules and pipelines.
- Interest and/or insatiable passion for all things VR.
- Bachelor's degree in Game, Film, Art, Business, or a related field from an accredited institution or equivalent experience.
- Leadership, coaching, or meeting facilitation certifications/training preferred but not required.
- Must be willing to relocate to central Vancouver Island.

Apply: Please send a cover letter and resume to jobs@cloudheadgames.com

Note: Due to an accelerated timeline, only qualifying candidates will be contacted