



Cloudhead Games is seeking a **Project Manager!**

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 Project Manager, 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. You will work with our current team to refine our development process across all disciplines. 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.

**Team Relations and Communication:**

- 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.
- Manage the change-request process, ensuring all workflows are clearly defined and processes are documented.
- Maintain a solution-oriented approach to development.
- 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.
- Assist teams with sprint and milestone planning while considering scope and deadline goals.
- Be aware of project budgets and stay within the set financial constraints.
- Produce project reporting both verbal and written when necessary.
- Capable of identifying and mitigating risks. Able to take appropriate steps to resolve difficulties, including changes to work methods, technologies, and project schedules.

**Qualifications:**

- 3+ years of experience managing large, complex projects, with a firm grasp of video game development. This includes establishing project plans and budgets, determining task dependencies, assigning tasks, and implementing operational changes.
- Shipped at least one game (commercially) as a PM.
- Interest and/or insatiable passion for all things VR.
- Must have working knowledge of Agile and Scrum.
- Excellent skills with bug databases and workflows, Powerpoint, Excel, MS Project, Google Docs, etc.
- Project Management Professional (PMP) certification required.
- 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](mailto:jobs@cloudheadgames.com)

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