



Cloudhead Games is seeking a **Game Director** to help propel our IP and direct our award-winning team to continued success across major VR platforms.

We are a virtual reality game studio with headquarters based on Vancouver Island, Canada. We are an equal opportunity employer with a diverse, talented group of collaborators focused on developing the most advanced consumer VR experiences. With eight years of research and development, we have created innovative solutions and award-winning content, proving the capabilities of this new medium.

As a successful candidate, you will have a strong preference for working in a fun and innovative development environment which is rapidly growing. You will possess excellent leadership qualities with the ability to maximize the talents of your team and elevate the profile of the brand.

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

This is a permanent full-time position.

Responsibilities:

- Be a creative leader and champion the design vision of the game, working closely with other discipline leaders to define and execute.
- Clearly communicate the vision, using a variety of tools to ensure the multi-discipline team is fully engaged and is excited to work together and deliver.
- Collaborate with the Senior Producer, Marketing Department, team leads, and executives to determine and refine the product goals.
- Work with all departments on the scheduling and integration of game features.
- Review and provide feedback on all disciplines' work to ensure it is aligned with the goals and creative vision.
- Inspire, mentor, and lead the other Senior developers to grow their skills and talents.
- Stay up-to-date on game industry trends (especially VR) including new games and game genres, emerging game design methods, and techniques.
- Provide feedback for improvements to the processes and tools.
- Develop and present pitches to internal and external stakeholders.
- Report to the Executive Team.

Qualifications and Skills:

- A creative leader with a strong vision and 7+ years of leadership experience in the video game industry (or other relevant experience).
- You have shipped at least 1 game in the role of Game Director.
- The ability to take technical and production considerations into account when developing concepts.
- Proven ability to thrive and lead under pressure.
- Strong communication and interpersonal skills. You enjoy leading and working within a collaborative team structure.
- You are proficient in using presentation and design tools (e.g. PowerPoint, Photoshop, Illustrator, Google suite, etc).
- Knowledge of game engines (e.g. Unity or Unreal) and their limitations.
- Proficiency with project management software (e.g. Jira).
- A passion for video games and a solid understanding of the market and video game business models.
- Must have the ability to work within the Pacific Time Zone (PT)

Additional beneficial experience:

- Experience with VR projects (Quest/PSVR/PCVR)
- Experience working with live-service models
- Experience working on first-person games

Currently, this position will require you to work from home with support from Cloudhead. We are a distributed team with a focus on remote collaboration. When/if we reopen our physical location, we will maintain a hybrid studio culture.

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

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