



Freejam is a game development studio based in Portsmouth Harbour, UK. The independent developer is currently working on multiple projects for PC and console platforms, most notably the free-to-play game Robocraft which has over 13 million registered users worldwide.

JOB TITLE:
PRODUCER

JOB SUMMARY:

As a Producer at Freejam, you will be supporting incredible developers by facilitating clear communication between all disciplines and teams, anticipating project needs, unblocking impediments to development and building strong relationships with all departments.

This role is project management heavy and requires an in-depth understanding of developing through lean methodology for a live service. You are a highly-organized individual with outstanding communication; self-motivation is part of your makeup and you always follow up. You collate, prioritise and address development issues with ease and maintain a productive, positive team.

Most importantly: You are passionate about game development and do anything to keep the team jammin'. You are not a micro-manager nor an archivist, you strive to keep development moving with minimal overhead and derive your sense of accomplishment from the team's success.

SALARY:
DOE (Depends on Experience)

EXPERIENCE:
Junior to Senior

RESPONSIBILITIES:

- Motivate team towards a common project goal
- Coordinate, track, and manage the activities of development staff to ensure that project tasks are completed on time
- Identify issues and address roadblocks to development
- Iterate and improve process to ensure team efficiency
- Effectively and regularly report progress to internal and external stakeholders
- Liaise with different departments to facilitate communication

- Facilitate meetings to reach decisions effectively
- Contribute to a positive work environment
- Work with other Producers to facilitate creative, business and organizational tasks as necessary

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at:
sgodfrey@freejamgames.com