

Associate Producer - Other Ocean / Digital Eclipse

Emeryville, California

Job Description

Other Ocean Group's Emeryville Studio is currently seeking a talented Associate Producer with excellent communication skills to help with a variety of upcoming projects. You will be guiding, collaborating with, and supporting a small development team in creating the best game possible within timing and financial constraints. In this role, you will be part of a small, collaboration-oriented team where you will have the opportunity to contribute to the project in meaningful ways.

Responsibilities:

- Assist the Project Manager to drive progress and improve the game throughout development (from concept to code release, including foreign translations and ports)
- Take ownership of development on singular project (or a couple of small scope projects) and track schedules, identify current and future risks, as well as troubleshoot communication and dependency problems
- Guide development priorities to deliver the best possible game experience while remaining within scope and schedule
- Facilitate communication across the development team and external groups including the Publisher, QA, Localization, etc
- Learn new production, design, and communication techniques as needed per project requirements

Requirements:

- Experience in dealing with external teams, as well as managing their schedules as part of an overall development schedule
- Demonstrated ability to produce results across multiple projects
- Excellent communication skills
- Strong critical thinking skills
- Strong project management skills
- Great relationship-building skills
- Solid knowledge of Jira, Google Docs and MS Office

Recommended:

- 2+ years' experience as an Associate Producer in the video game industry with published titles
- Detail orientation without forgetting the bigger picture
- An understanding of current Unity/Unreal software packages
- An understanding of 3D authoring tools like 3ds Max or Maya
- Knowledge of a programming and/or scripting language