

Stellenangebot vom 20.11.2018

## Creative Department Manager

|                        |                   |
|------------------------|-------------------|
| Fachrichtung:          | sonstige          |
| Art der Beschäftigung: | Vollzeit          |
| Eintrittsdatum:        | ab sofort         |
| PLZ / Ort:             | 1013 AD Amsterdam |
| Land:                  | Niederlande       |

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### Firmendaten

|                      |                                       |
|----------------------|---------------------------------------|
| Firma:               | <b>Force Field Entertainment B.V.</b> |
| Straße & Hausnummer: | Westerdoksdiijk 421                   |
| PLZ / Ort:           | 1013 AD Amsterdam                     |



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### Ansprechpartner

|                      |                       |
|----------------------|-----------------------|
| Name:                | Judith Brons          |
| Position:            | HR Manager            |
| Straße & Hausnummer: | Westerdoksdiijk 421   |
| PLZ / Ort:           | 1013 AD Amsterdam     |
| E-Mail:              | jobs@forcefieldvr.com |

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### Job-Beschreibung

**The Creative Department Manager has the high-level objective to maintain and help grow Force Field's creative talent to the highest possible level, as well as having responsibility of studio-wide tasks related to the creative**



#### KEY RESPONSIBILITIES

- Creative Team
  - Final responsibility for the evaluation and performance reviews of artists, designers and audio personnel
  - Coaching and personal/performance development of artists, designers and audio personnel
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Bei den Mühren 70  
D-20457 Hamburg

- Recruitment of artists, designers and audio personnel
- Project assignment of artists, designers and audio personnel
- Direct management of company-wide creative personnel, like audio manager, marketing artist, etc.
- Company-wide Responsibilities
  - Managing outsourcing of art, design and audio work
  - Estimation of work for potential future projects
  - Supervision of processes, software and hardware for art, design and audio work across the projects
  - Assistance to the art and design team leads/primaries where required
- 6+ years' experience in game development, having worked closely with art and design teams
- Knowledge of the different creative disciplines, their processes and their pipelines
- Experience in managing and evaluating people
- Recruitment experience
- Art outsourcing experience
- Experience working as a digital artist or game designer
- Project management / Production experience
- Affinity with virtual and/or augmented reality

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#### **DESIRED SKILLS AND EXPERIENCE**

- 6+ years' experience in game development, having worked closely with art and design teams
- Knowledge of the different creative disciplines, their processes and their pipelines
- Experience in managing and evaluating people
- Recruitment experience

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#### **BONUS SKILLS AND EXPERIENCE**

- Art outsourcing experience
- Experience working as a digital artist or game designer
- Project management / Production experience
- Affinity with virtual and/or augmented reality

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#### **ABOUT YOU**

- Drive to improve the skills and capabilities of creative people in game development, both in the short and longer term
- Have an eye for quality work and quality people ☐
- EU citizen or eligible to work in the EU

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