

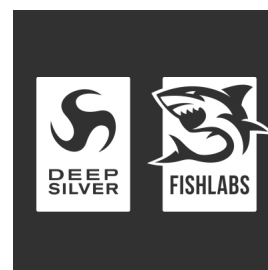
Joboffer dated from 01/29/2018

Senior Project Manager (f/m)

Field:	Productmanagement / Producing
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20459
Country:	Germany

Company data

Company:	Deep Silver FISHLABS
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg



Contact Person

Name:	Christoph Hillermann
Position:	Director Human Resources
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg
E-mail:	jobs@dsfishlabs.com

Job description

☐

Your Crew

You will be in the center of the development of a breathtaking new video game - and in closest collabrotion with Producing and the leads on the project. Your impact matters!

☐

Your Mission

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Ensure that all aspects of the project are handled with a strong commitment to leading industry standards

- Manage, guide and support the team throughout all steps and stages of the project
- Help the individual team members to carry out their tasks smoothly and deliver their assets timely
- Create and maintain project schedules and game management documents
- Track and maintain the project's budget and cater for an optimal budget transparency
- Initiate and moderate stand-up meetings, review meetings and sprint meetings
- Assist the Producer in their daily duties and responsibilities, including team communication, submission management and asset approval
- Work closely with the leads to ensure that all game features are implemented as intended and in accordance with given milestone-acceptance criteria
- Steady exchange with the QA department to identify critical issues and find sustainable ways to solve them
- Be willing to take over, or help with, sub-projects such as audio implementation or motion-capture data delivery



Your Skillset

- At least 5 years of work experience in a comparable position in the gaming industry
- Strong project management skills, including:
 - Project planning
 - Project budgeting and tracking
 - Risk mitigation and analysis
 - Standard scheduling methodologies
- Interpersonal and interdepartmental conflict resolution
- Effective management of the cost/quality/time triangle
- Strong capacity for team work and excellent communication skills
- Excellent command of the English language (both written and spoken)
- Profound knowledge of the key aspects of game development
- Proficient usage of MS Excel, JIRA, Hansoft or similar tools
- Theoretical and practical knowledge of established project management methodologies (both traditional and agile)
- Profound knowledge of the gaming industry



Mission Support

- *Here's to you!* Fresh fruit, free beverages and special conditions for gym membership
- *Do it!* Personal responsibility, freedom and short decision-making routes
- *The Unit!* Open office, friendly atmosphere and with professionals always willing to lend a hand
- *There you are!* Centrally located, bright and modern offices where creativity flourishes
- *Have Fun!* Of course play some games along the way

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