

Joboffer dated from 11/20/2018

## Creative Department Manager

Field: others  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 1013 AD Amsterdam  
Country: Netherlands

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### Company data

Company: **Force Field Entertainment B.V.**  
Street adress: Westerdoksdijk 421  
Zip Code / Place: 1013 AD Amsterdam



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### Contact Person

Name: Judith Brons  
Position: HR Manager  
Street adress: Westerdoksdijk 421  
Zip Code / Place: 1013 AD Amsterdam  
E-mail: jobs@forcefieldvr.com

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### Job description

**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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- 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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