



# Senior Production Producer (Assassin's Creed VR) (f,m,d)

**Düsseldorf - Full-time - 743999839464068**

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The Senior Production Producer is responsible for ensuring the project team is effective at delivering on time, within budget, and to the desired quality. You are a self-directed project manager with a proven track record in successfully delivering games to market. You have oversight over the project development process and play an important role in supporting the development team from one project phase to the next while ensuring quality, collaboration, and communication. \*This position can be located in either the USA or Düsseldorf, Germany.

If you are interested in the US location please use this link to apply: <https://smrtr.io/9RTpv>

Responsibilities:

- The Sr. Production Producer works with the Sr. Producers and Leads/Directors on the team to facilitate game development analytics, tracking and risk mitigation.
  - Oversee the full operational aspects of game development, including establishing the framework, reporting, risk management, capacity planning, resource management
  - Work with the project leadership to establish the strategy to meet milestones and essential deliverables, create and maintain the overall development Roadmap
  - Be an active participant in developing the roadmap for the game content and features, with particular regard to schedule / project milestones
  - Solve problems, balance priorities, and find creative solutions to achieve results
  - Foster an engaging, fulfilling and fun working environment that is inclusive and diverse
  - Lead project managers at all levels of your team
  - Develop and publish project key performance indicators that track project quality, delivery, and predictability
  - Establish regular communication with the team, partners, and stakeholders to provide project status and health updates
  - Ensure the team has the best organizational structure, processes, and practices that allow them to produce high-quality work on time and on budget
  - Define, present and follow up on the development strategy for the game
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- Must have Game Development experience!
  - Multiple shipped AAA game titles, ideally in a Producer or Senior Project management role

- Minimum 5+ years of project management within the Video Game development environment
- Bachelor's or Master's degree in business administration, communication, or equivalent experience in project management preferred
- Demonstrated ability to deliver major projects on time and within quality standards, budget constraints maximizing effective team output
- Strong project management fundamentals including capacity planning, scope assessment and management, and deliverable tracking.
- Solid grasp of project management software (e.g. JIRA, Microsoft Project, Confluence, etc.).
- Have an intermediate understanding in the technical process of software development
- Experience working with large co-development teams and external contractors
- Excellent communication skills
- Analytical with ability to problem solve, analyze risk and create contingency plans
- Creative, proactive, innovative, dynamic, and diplomatic
- Result-oriented and able to thrive under pressure
- Self-motivated and able to form own objectives and follow them through

## What We Bring

- Relocation Support We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance
- Ubisoft Blue Byte Academy We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Discounted Games Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Monthly Mobility Budget 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up To 350€ Childcare Support Per Child Per Month. In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours
- You have access to our in-house library
- Company Pension Scheme We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Gym Subsidy We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English And German Classes For Free Good to know: Our main language in the studio is English
- Flexible Working Hours We have core working times between 10:00 AM - 04:00 PM and the distribution of the other hours is up to you
- 26 Days Paid Vacation Per Year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the Düsseldorf region
- Corporate Benefits Web Portal with employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For more information feel free to take a look at <https://duesseldorf.ubisoft.com>