

**Position Summary:** Filament Games is seeking a talented and experienced Software Project Manager or Producer to join our Game Development team.

**Qualifications:** The Software Project Manager must have a passion for gaming and creating fun and engaging experiences. The candidate must have a Bachelors Degree in Business, game development or have experience working in the project management field and demonstrated knowledge of the entire Software Development Lifecycle. The Project Manager/Producer must have at least 3 years professional experience managing multiple staggered production schedules and concurrent projects, and be experienced at managing multiple teams and holding them accountable for goals and milestones. Additionally, candidates must have proven ability to clearly and effectively communicate business and technical information in both oral and written form, and have the ability to motivate others while holding them accountable for their goals. The candidate will have the ability to adapt quickly to a rapidly changing, fast paced and creative environment. The candidate must also have in-depth experience working with customers and project stakeholders tactfully communicating and controlling scope of the project while maintaining budgets.

The ideal candidate will also have PMP certification and/or Scrum/Agile certification. Ideal candidates will also have a broad knowledge of game design and the video game industry as well as experience in other game development disciplines. Proficiency in Microsoft Project, JIRA, Excel, Indie game production and Subversion tracking is desirable.

**Duties:** The Project Manger/Producer is responsible for delivering direction from design and technical leads to team members. The Project Manager is expected to develop project schedules, manage budgets and ensure successful execution of timelines, and must monitor development progress, anticipate issues, resolve obstacles to maintain realistic production schedules and communicate updates to customers. The Project Manager/Producer must also work to define/refine studio processes, and work with the CTO to develop Statements of Work, quotes, and proposals. Additionally, the Project Manager/Producer may be involved in vetting Work for Hire contracts.

**Position Experience Level:** Mid to Senior Level

**About Filament Games:** Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

**To Apply:** To apply, please visit our website at [www.filamentgames.com/jobs](http://www.filamentgames.com/jobs) and click the "APPLY NOW" button next to the corresponding job posting. Include your cover letter, addressed to Connor Hayes, and resume. Please include the responses to the questions below

as well as three professional references in your cover letter. Applications that are submitted with links to online portfolios will receive extra attention

**Questions:** Please respond to the following questions and include them in your cover letter. Each answer should be no more than one page in length, typed.

1. Why did you decide to go into Project Management/Game Production as a career? Where do you want to be in your career five years from now?
2. Describe the most complex project you have managed from start to finish: Provide a comprehensive answer explaining the project as you would to a client and not to somebody who has been involved in the project.

Explain the project, the formal processes, tools and techniques used to effectively manage the work. Explain the purpose, value and implementation of the most critical aspects of the project including managing the project work plan, the project schedule, the project risks, budget, the project issues, controlling scope, customer expectations and closing the project.

Where did you make a difference on the project in terms of expenditure, quality, efficiency, customer satisfaction and business/organizational success?

**APPLICATIONS DUE BY: 5PM CST, March 31st.**

**NOTE: Applications that do not include the requested information will not be reviewed.**

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.

### **Compensation**

Commensurate with experience.

### **Benefits**

Filament Games is an awesome place to work. Why? Because we make great educational games, and that means we're changing the face of education. Our office is conveniently located on the near east side of Madison, WI, a lovely Midwestern university town. Plus, we offer a competitive benefits package, flexible work hours, and a friendly work environment. So what are you waiting for? Apply today and help us craft the future of educational gaming!