Creative Project Manager (m/f)

PreviewLabs is a company specialized in the development of prototypes for games and other projects using game development technology. We work for clients all over the world, including for game developers, game start-ups, and research institutions, who use these prototypes to evaluate, improve and pitch concepts.

To enable further growth, we are looking for a project manager. Your responsibility would be to overview the prototyping projects from start to end, including:
- Conversations with the client to understand their vision, while actively recommending ideas and asking the right questions to help shape the client's vision if needed.
- Writing out project proposals (PDDs – Prototype Design Documents).
- Working with our programmers to estimate the projects.
- Reviewing prototypes as they're under development, ensuring they meet our quality standards and the client's vision, while keeping an eye on the time frame.
- Testing the prototypes to make sure the quality level is where it needs to be, and that everything is in line with the client expectations.
- Writing out various insights and recommendations gained during the prototyping process.

Requirements

- You're able to empathize with clients in order to understand why they are excited about their project.
- You have strong analytical skills, allowing you to build a mental image of the project, and asking the right questions in order to gain full understanding.
- You're well organized, and able to manage multiple projects and incoming requests at the same time, while staying on top of everything.
- You're strong in written and verbal communication.
- You have an eye for detail.
- You have a strong desire to keep improving your skills.
- Fluency in English, able to write with style.
- If you look at existing games or software, you're never short of ideas on how they could be improved.
- An understanding of the different steps taken during game development projects.
- You're a gamer and have already played trough a variety of video games.
- A deep interest in technology.

Pluses

- Multiple years of professional experience in project management.
- Experience with game testing.
- Experience with game prototyping.
- Experience with version control systems such as SVN.
- Game programming experience.

Practical Information

- The job will take place on-site at our location in Wetteren, Belgium.
- We offer a long term contract at an attractive salary package.

To apply for this position, you can contact us through our contact form at
http://www.previewlabs.com/contact