

Creative Project Manager

PreviewLabs is a company specializing in the development of prototypes for games and other projects using game technology. We work for clients all over the world, including 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 to oversee prototyping projects from beginning to end, including:

- Conversations with clients to understand their vision, while actively recommending ideas to help shape the client's vision when needed
- Writing out project proposals, or Prototype Design Documents (PDDs)
- Working with our programmers to estimate projects
- Coaching a team of programmers and managing their work schedule.
- Reviewing prototypes throughout the development process while ensuring they meet our quality standards and the client's vision, within a predetermined timeline
- Reporting back to the client various insights and recommendations gained during the prototyping process

Requirements

- Ability to empathize with clients in order to understand why they are excited about their project and to share this excitement with your colleagues.
- Strong analytical skills, including the ability to build a mental image of the project
- Highly organized and able to manage multiple projects and incoming requests
- Has a passion for writing and conveys concepts accurately and in a logical way
- Doesn't shy away from calling a client or partner whenever a quick response is required
- A keen eye for detail
- Being able to look at existing games or software, and never being short of ideas on how they could be improved
- Understanding of the different steps taken during game development projects
- Being a gamer and already having played through a variety of video games
- Deep interest in technology
- Enjoys to stand in front of an audience to present a project or to lead a meeting

Pluses

- Multiple years of professional experience in project management
- Experience with game prototyping
- Experience with game testing
- Experience with version control systems such as SVN
- Some game programming experience, ideally with Unity3D

Practical Information

- The job will take place on-site at either our office in Wetteren, Belgium, or New Haven, Connecticut.
- Applying for this position is done in English and through our contact form at <http://www.previewlabs.com/contact>
- This is a permanent employee position, at an attractive salary and benefits package.