

## **JD – Senior Producer – Fireshine Games (2<sup>nd</sup> listing)**

### **A LITTLE BIT ABOUT FIRESHINE GAMES**

Fireshine Games, previously operating as Sold Out, has been around for over 20 years. Fuelled by a deep love for indie games, we are drawn to their creativity and innovative spirit. We're dedicated to discovering hidden gems such as Core Keeper, Shadows of Doubt, and REKA. We're a friendly, hardworking bunch, and we're really excited to be expanding our team!

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### **SUMMARY**

The Production team is growing and we're looking for a **Senior Producer** with extensive experience in game publishing, notably console development and releases.

If you have a passion for videogames production and you're interested in the prospect of joining a team working with external development partners on delivering high-quality indie games for PC and console, read on:

### **DESCRIPTION**

**Job Title:** Senior Producer

**Reports Into:** Chief Acquisitions & Production Officer

**Location:** London Blackfriars, hybrid in office 3 days a week

**Salary:** £55k + annual bonus scheme

### **WHAT WILL YOU DO?**

The role will offer the opportunity to lead the production of high-quality games from conception to launch, collaborating closely with internal teams and external developers, to ensure project delivery on time and within scope.

### **Key Responsibilities:**

- Overseeing all aspects of the game production process, from pre-production to release and post-release.
- Managing relationships with external development teams, providing guidance and ensuring milestone delivery.
- Ensuring projects stay on track, within budget, and meet quality expectations.

- Working across multiple departments within the business, notably product marketing, to ensure consistency of messaging about the product – to manage the development timeline alongside the marketing timelines.
- Coordinating outsourced production services, such as co-development, QA, localisation and foster long-term partnerships with external service providers.
- Managing console porting processes and ensuring compliance with platform-holder requirements, from the creation of product entries on the platform-holder systems to release and post-release.
- Acting as a representative of Fireshine Games when engaging with external development and production partners as well as platform holders.
- Providing mentorship to associate producers and producers.
- Identifying potential risks in the production cycle of each project and develop mitigation strategies.
- Continuously improve production processes to enhance efficiency and risk management.
- Supporting the scouting department with assessing the production feasibility of new titles.

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## **WHAT SKILLS ARE WE LOOKING FOR?**

### **Essential:**

- Minimum 4 years of experience in game production, with a focus on premium PC and console projects.
- Proven track record of shipping multiple games on console platforms (Xbox, PlayStation, Nintendo).
- Having a strong understanding of the console submission and certification processes  
Expert knowledge of the game development cycle & framework.
- Extensive experience coordinating QA processes with internal teams or external testing companies as well as localisation processed with translation and LQA companies or freelancers.
- Possessing a solid understanding of how to define and manage gaming project budgets.
- Robust experience in project management with a good understanding of planning scheduling, process, tracking and resource allocation.
- Being an avid gamer - playing indie games either on console, PC or both.
- Strong leadership and excellent communication skills, with experience supporting internal teams and collaborating with external partners.
- Comfortable with reporting to senior management and the wider business.
- Able to work as part of a small team and quickly developing a working relationship with co-workers from other teams.

- Being self-motivated and having a proactive mindset – coming up with ideas and suggestions.
- Strong problem-solving skills – being able to think critically and having the ability to adapt.
- Excellent knowledge of MS Office and/or GSuite applications as well as project management software (e.g. Asana, Jira, ClickUp).

**Desirable:**

- Experience in a leadership or a line management role
- Worked at established indie game publishers
- Experience managing live games and DLCs on console
- Familiarity with agile development methodologies
- Technical background in game development or an understanding of game engines like Unity, Unreal or GameMaker
- Broad knowledge across diverse areas of game development, with a background in in code/art/design desirable.
- Experience collaborating with multinational teams.

Fireshine Games is an equal opportunities employer and encourages applications from suitably qualified and eligible candidates regardless of sex, race, disability, age, sexual orientation, gender reassignment, marriage or civil partnership, pregnancy or maternity, religion or belief. Please submit your application within, or alternatively, submit your CV and covering letter to [hr@fireshinegames.co.uk](mailto:hr@fireshinegames.co.uk).