

## Who We Are

OtherSide Entertainment is an independent game studio with offices in Concord, MA and remote staff throughout the continental United States. Our reason for being is to provide players with innovative gameplay, immersive worlds, and engaging narrative. Our specialty is what we call “player-authored” experience in the tradition of Ultima Underworld, System Shock, Thief and Deus Ex – all games developed by the company’s founders, Paul Neurath and Warren Spector.

## The Opportunity

You will play a key role on the OtherSide team as we push the state-of-the-art for immersive, play-authored games as we have before. You will work with some of the industry’s top developers, who’ve collectively made games that have earned over 200 industry awards and over \$5B in revenues. We’ve created a unique culture in a smaller team environment that champions tight collaboration and both encourages and allows individuals to make the kind of impact that is simply impossible when they’re cogs in a giant machine.

## What We Need

The studio is looking for a Producer to join our team in working on an unannounced game, with a focus on coordinating our art team and associated outsource efforts. The ideal candidate will report to and work closely with the Executive Producer to schedule and track deliverables while maintaining clear communication in a fun, upbeat environment. They will also be called upon to support additional production needs for the project and dev team as needed.

## Job Responsibilities

- Ensure the development team is consistently focused on and delivering identified goals and assets, on schedule while maintaining a healthy work/life balance
- Work with Art Leads to plan, assign, and track art assets across multiple outsource partners
- Act as Scrum master for multidisciplinary crews of game developers, including facilitating planning sessions, running daily stand-ups, and resolving impediments as they arise
- Groom and maintain schedules and backlogs in tracking software including Jira and Trello
- Manage relationships with 3rd parties as needed

## Criteria for Role

- 2-5 years experience as a Producer or Project Manager on video games in an Agile environment. Need to have been a Producer through the development cycle and launch of at least one successful commercial video game.
- Strong communication and coordination skills, highly detail-oriented
- Strong prioritization and multitasking skills
- Friendly, empathetic and adaptable
- Passion for making and playing games
- Proficiency with Jira or similar production-tracking software

## Additional

This is a full-time inhouse role, with competitive compensation and a full suite of benefits. Preference would be for the candidate to be able to work out of our Boston area office, but we will consider fully remote candidates who are able to visit our office occasionally.

We are committed to having a diverse workforce. We strive for a fair and collaborative culture where we treat everyone equally, with respect and dignity without exception.

Please submit your resume to: [jobs@otherside-e.com](mailto:jobs@otherside-e.com)