



JOB SPECIFICATION

LOCALISATION PRODUCER / PRODUCTION MANAGER

GOLIATH: PLAYING WITH REALITY

Company Summary: Anagram is an international award-winning studio, creating immersive installations, artworks and experiences using a range of new technologies. We are based in London and Bristol.

Role Summary: We are looking for a part-time Localisation Producer to oversee the delivery of localisation and porting of a VR title into a number of languages and for various headsets models,

Project Summary:

Goliath: Playing with Reality is a 25 minute VR project which explores the experience of psychosis through a first-person story of a gamer who was diagnosed with schizophrenia. It was commissioned by Meta VR for Good and launched on the Oculus Store in September 2021, and has since picked up the Grand Jury Prize for Best VR Work at the Venice International Film Festival.

The Technical Production Manager role commences in the middle of May 2022 and we are looking for someone who could come on board for 2-3 days a week until September 2022.

Experience of managing immersive productions with recently available technology is necessary to be considered for the role.

Responsibilities

- Support Executive Director and Creative Directors with design and resource planning for the projects across the proposed period
- Project management and scheduling using project management tools such as Asana, Trello etc
- Ensure individuals across art, sound and development teams are clear as to what the required delivery schedule for assets are and support unblocking of any issues which creates risk for the project.
- Find and liaise with localisation partners to ensure assets are delivered correctly and on time
- Proactive problem solving to help balance creative requirements as well as technical challenges
- Respond to scope and / or schedule changes
- Act as sounding board to help support developer with system workflow
- Manage testing process for app

Required Skills.

- Excellent communication skills.
- Clear ability to translate creative ambitions into technical tasks & report on technical progress in a succinct manner.
- Experience managing the creation, and shipping of software titles authored in the Unity game engine with a technical understanding of how assets work and perform inside Unity.
- Proven experience in a relevant technical managerial role within a digital organisation or team.
- Experience employing agile methodologies within both technical and non-technical contexts.
- Thorough understanding of software delivery processes, workflows, tools and methodologies.

Desirable Skills.

- Experience managing the creation and shipping of mobile VR software titles.
- Experience deploying projects on the Oculus Store.
- Top level understanding of 3D design/animation processes.

What We Offer.

- Rate dependent on experience
- A friendly and welcoming studio environment.
- Flexibility around how your hours are managed.
- The opportunity to work on a meaningful and high profile project with the potential for real social impact.

Please email your CV to hello@weareanagram.co.uk