



Project Coordinator Avatar: Frontiers of Pandora] (f/m/d)

Düsseldorf - Full-time - 743999811026898

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As part of Avatar: Frontiers of Pandora, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is an opportunity for you to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment.

As Project Coordinator, you will be part of the Avatar production team. You will be essential to the smooth execution of the project by planning and supporting the teams in achieving their schedule thus allowing the project to meet its targeted deadline.

- Assist organizing agile teams
 - Assist associate producers in conducting sprint planning, daily stand-up meetings, sprint reviews & retrospective meetings;
 - Work on ad hoc requests to remove blockers from the team; gather data and prepare information to allow for informed decision-making by directors and producers
 - Assist in the development of schedules that translate project goals into action and ensure the success of the project;
 - Communicate regularly and coordinate efforts with the Production team and other leads and in particular as well with co-dev teams.
 - Following up on tasks and actions throughout the sprints and update the production systems accordingly
 - Interact with other internal departments (IT, operations etc.) in order to solve issues for the team and remove blockers.
 - Work on incoming support requests for the art team and help to prioritize scope and remove blockers from requesting teams
 - Follow up on information needs of the local art team and keep seamless communication with the other codev teams
 - Support with maintaining and improving the overall asset and outsourcing pipelines
 - Act as local production contact for the level designer and level artists and collaborate closely with the respective stakeholders at Massive
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- Solid technical understanding of the workflows and pipelines in game production. 3+ years of experience in the production of video games

- Excellent knowledge of game development cycles, typical challenges encountered by the teams and solutions tailored to their requirements.
- Game development tools and methodology knowledge and work experience (in particular Jira, Confluence and Shotgrid)
- Strong ability to collaborate with multiple international teams, both internal and external
- Excellent interpersonal skills and great verbal and written communication skills in English
- Up to date knowledge in different game genres
- Be forward-thinking and anticipate the needs of your project.
- A high degree of self-motivation and initiative.
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written

Bonus

- First experience in AAA game development
- Additional game development skills (from programming, art, design etc.)

What We Bring

We offer the opportunity to work on a brand-new IP from Ubisoft, where you will get the chance to really put your own mark on the game!

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. The main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

For further information please

check www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/