



# Technical Product Manager (f/m/d)

**Berlin - Full-time - 743999925611372**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999925611372-technical-product-manager-f-m-d-?oga=true>

Technical Product Manager (f/m/d)

If you love free-to-play games and would love to be part of a cross-functional team working on an idle game with millions of players every day, then this is the right job for you.

By reporting directly to the Product Director, you would be working on planning and managing the workload of a very agile team working on our live game "Idle Miner Tycoon".

Having the overview and ownership of the technical roadmap together with other departments, you will help us reach our goal of innovating the free-to-play mobile market.

## Responsibilities

- Manage the daily workload of a cross-functional delivery team by planning the upcoming sprint content and organizing the running sprint
  - Enabling your cross-functional team to do their job in the best way possible
  - Research external requirements such as SDK or operating system updates as well as research and spearhead possible technical improvements
  - Planning and execution to tackle technical deadlines (tech replacement, SDK updates)
  - Advise stakeholders and other Product Managers about possibilities and limitations of the tech stack
  - Assist in the planning of the high-level product roadmap together with the Product Director, Head of Unity Development and other stakeholders
  - Make sure the game runs stable and smoothly by identifying technical problems and optimizing for performance
- 
- 3+ years experience working as a Product manager, ideally in the free-to-play market
  - Familiar with project management and process design
  - Familiarity with Tech Health and Improvements topics, such as Vitals, Crash reporting, monitoring and game version releases.
  - Experience working in agile development environment
  - A keen interest in technologies
  - Passionate about free-to-play mobile games

## Desirable skills

- Professional knowledge of Unity3D will be considered as asset
- Prior experience in mobile free to play games
- Prior experience with third party SDKs is a big plus