



## Producer

London (EC1V 3RS)

**Competitive Salary, plus benefits**

Curve Games is a leading independent publisher working with development partners across the world to bring standout interactive entertainment to gamers everywhere. From enduring favourites like *For The King* and *Wobbly Life*, to critically acclaimed titles such as *Dungeons of Hinterberg* and *Wax Heads*, and the multi-million-selling phenomenon *Human Fall Flat*, we're proud to champion distinctive games that build loyal global audiences.

We're now looking for an experienced **Producer** to join our Production team and take ownership of multiple externally developed projects. This is a hands-on publishing role at the heart of delivery - partnering closely with developers, internal teams, and platform holders to ensure our games launch successfully and continue to thrive post-release.

You'll be someone who leads from the front: calm under pressure, commercially aware, and focused on quality. You care about process, communication, and people in equal measure — and you know how to balance the creative ambition of a game with the realities of schedule, scope and budget.

If you're passionate about games, thrive in a collaborative environment, and want to help shape the success of globally released titles, we'd love to hear from you.

### Job Role

Reporting to the Senior Producer or Lead Producer, the Producer will be responsible for:

- Leading internal and external planning to produce and own delivery schedules for your projects.
- Communicating progress on current and upcoming milestones as well as overall progress to all stakeholders.
- Directly managing the external development teams to ensure milestones are adhered to and the vision of the project is carried back to the Publisher.
- Maintaining product entries on platform holder systems.
- Providing detailed risk analysis with clear mitigation strategies.
- Line managing Assistant Producers, providing mentorship, feedback and structured development plans.
- Managing scope changes through established change control processes, ensuring they are communicated, documented and appropriately approved throughout the product lifecycle.
- Planning and managing post-launch updates, DLC, content roadmaps and seasonal releases to support ongoing player engagement.
- Overseeing localisation pipelines to ensure timely and high-quality multi-language releases.
- Supporting age rating submissions (e.g. PEGI, ESRB) and ensuring compliance requirements are met.
- Partnering with the QA Lead on bug triage, severity prioritisation and build readiness, ensuring timely resolution of issues in line with project milestones.



- Tracking project burn rate and forecasting spend over time, escalating financial risks where necessary.
- Collaborating with project leadership, marketing and community teams to align delivery, release timings and asset coordination with overall product and commercial objectives.

### **What we want from you**

- 3+ years proven full cycle Production experience as a Producer at a publisher or developer.
- Experience with platform holder requirements; Sony, Nintendo, Microsoft & Steam.
- Experience with console submission and certification processes.
- Expert knowledge of the game development cycle & framework and scheduling software eg. Jira.
- Experience as a hands-on producer at a developer or in the application industry, collaborating directly with Engineers, Creatives, Audio & Designers in studios inspired by Agile and Games Development techniques.
- Extensive experience of managing client/stakeholder relationships.
- Experience working with internal and external QA companies.
- Experience managing project budgets within agreed parameters, forecasting variance and identifying financial risks for escalation.
- Experience in project management with a good understanding of planning scheduling, process, tracking and resource allocation.
- Broad knowledge across diverse areas of game development, with a background in code/art/design desirable.
- A superb listener with excellent verbal and written communication skills.
- Proficiency with production tools such as Jira, Confluence and Monday.
- Excellent knowledge of MS Office applications.

### **What you get from us**

Curve Games are always striving for excellence in what we do as a business, but also as an employer. We believe supporting our staff, not only ensures productivity is high but encourages them to keep happy and healthy. We achieve this through creating a friendly and inclusive work environment balanced between in-person attendance in our newly refurbished office and by working from home.

Other benefits we offer include:

- 25 days holiday plus bank holidays
- Mediacash (Health Cash Plan), including EAP
- Discretionary bonus scheme (role dependant)
- Contributory pension scheme
- Group Income Protection, Critical Illness and Life Assurance Cover
- Ride2Work scheme
- Employee referral scheme
- Monthly wellness allowance
- Volunteering leave
- Enhanced maternity and paternity leave
- Long service leave