



## QA Project Lead

London (EC1V 0HA)

**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 **QA Project Lead** to act as the primary quality authority across multiple externally developed projects. This is a senior, hands-on publishing QA role at the heart of delivery - partnering closely with developers, Production, platform holders and external QA providers to ensure our games meet the highest standards of quality, compliance and certification readiness.

You'll combine structured process leadership with strong technical insight, setting clear quality expectations and ensuring they are met across complex, multi-platform releases. Calm under pressure and detail-driven, you understand how to balance risk, player experience and commercial timelines - and you're confident providing clear recommendations at key milestone and release gates.

If you're passionate about raising quality standards, thrive in a collaborative environment, and want to play a central role in delivering globally released titles, we'd love to hear from you.

### Job Role

Reporting to the QA Manager, the QA Project Lead will be responsible for:

- Acting as the primary QA authority on assigned projects, owning the overall quality strategy from milestone through to release and post-launch support.
- Leading and coordinating internal and external QA resources across multiple concurrent releases, ensuring effective coverage and clear accountability.
- Defining, implementing and evolving structured test strategies and plans to ensure projects consistently meet expected quality and certification standards.
- Owning defect management processes, including triage leadership, severity alignment, risk assessment and progress tracking within the database.
- Coordinating and forecasting external QA resource requirements across functional, compliance, compatibility and localisation testing in line with release plans.
- Ensuring platform compliance requirements are understood, planned for and met across all supported platforms.
- Managing and maintaining comprehensive test documentation and traceability within TestPad.
- Producing regular, data-driven quality reports that clearly communicate status, risk exposure and release readiness to Production and senior stakeholders.
- Providing clear go/no-go recommendations at milestone and release gates, escalating material risks to the QA Manager where appropriate.
- Performing targeted hands-on and technical testing where required to validate high-risk or complex areas of the product.



### **Required Background and Skills**

- 3+ years' experience in the games industry.
- Proven experience signing off features, milestones or releases from a quality perspective.
- Strong knowledge of the game development and test lifecycle.
- Competent knowledge of tools such as Jira, Confluence and TestPad.
- Strong understanding of planning, scheduling and QA resource allocation.
- Self-driven problem-solver with demonstrable critical thinking skills.
- Strong interpersonal skills with the ability to communicate effectively with remote development teams and senior stakeholders.
- Focused and self-motivated with strong initiative and ownership mentality.

### **Desired Experience and Skills**

- Experience acting as QA discipline lead on a project or as QA owner for key features.
- Experience working across previous and current generation consoles.
- Knowledge of platform holder requirements including Microsoft, Sony and Nintendo.
- Familiarity with exploratory and destructive test methodologies.

### **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.

- 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