



Hot Jobs, April 2011

Engineering

DIRECTOR OF ENGINEERING, MOBILE GAMES

You will provide leadership and build the team as we grow, develop and manage internal and external teams. You will explore and implement new technologies to design and develop award winning and commercially successful mobile titles.

DIRECTOR OF IT & OPERATIONS

You will be responsible for managing all systems and network infrastructure operations and setting future IT and Operations Infrastructure strategy and direction.

SENIOR SOFTWARE ENGINEER (Mobile Games) (2)

You will develop high quality, awarding winning games with a strong technical foundation for various mobile platforms and will work closely with cross-functional internal and external teams to enable smooth and rapid game development while also ensuring the games are optimized to deliver delight to our customers.

SOFTWARE ENGINEER (Mobile Games)

You will work closely with cross-functional internal and external teams to enable smooth and rapid game development while also ensuring the games are optimized to take deliver delight to our customers. You will also ensure that their code conforms and contributes to a strong technical foundation upon which to design and develop award winning and commercially successful mobile titles.

SOFTWARE ENGINEER (Social Games – AS3 / Flex)

The Software Engineer, Social Games will join a cutting edge team whose mission is to take PlayFirst firmly and definitively to the top of the social gaming arena. Your focus is bringing life to the data that's coming at you from Facebook, using ActionScript3 as well as our back end systems, and artists.

Creative/Production

SENIOR GAME DESIGNER/GAME DESIGNER

You are an experienced game designer who has shipped numerous freemium/social game titles on the web or iOS platform. Passionate about social games, you come up with the mechanics and gameplay that will take mobile gaming to the next level.

LEAD ARTIST (iPhone) (2)

The iPhone Lead Artist works directly with a cross-functional iPhone teams to create high quality and native resolution artwork for PlayFirst's iPhone games. The iPhone Lead Artist will develop techniques and best practices for translating existing art assets to the device as well as creating ground-up original content.

PRODUCER, Mobile Games

You are a seasoned game producer who is a self-starter, a team player, and an effective manager and communicator. You are able to excel at a strategic level, imagining the best games to serve our target consumers on a variety of platforms, and you are also able to operate effectively at a tactical level, driving concepts through the approval process and development, to launch and beyond.

GRAPHIC DESIGNER

The Graphic Designer is responsible for a wide range of web and print design, artistic content, and creative services. This is a person who is interested in working with a group of talented, creative people, and who is passionate and ready to be part of the team focused on making PlayFirst the #1 casual gaming brand.

Product Management

DIRECTOR of BUSINESS DEVELOPMENT

The Director of Business Development will secure and develop strategic partnerships with major mobile carriers, handset manufacturers, and distribution/promotional partners. This position will allow you to leverage your understanding of the worldwide mobile gaming industry to structure innovative and impactful partnerships. Take the lead in identifying, evaluating, and managing partnerships that drive a global competitive advantage for PlayFirst.

G&A

HUMAN RESOURCES MANAGER

The Human Resources Manager will lead and direct human resource activities of the organization including talent acquisition, compensation, benefits, employee relations and training and development. He/She will play a key role in shaping and managing the organization's culture.

STAFF ACCOUNTANT

The Staff Accountant will be responsible for managing payroll processing, accounts payable, and bank reconciliations in a fast paced environment.