

Who we are

Interim is a small indie studio based in Montreal striving to develop emotionally rich games with a unique aesthetic. We are currently growing our team to pursue work on our first title [Ephemera](#), an interactive experience exploring time, memory and loss through impressionistic vignettes of a fleeting relationship.

Who we need

Interim is looking for a part-time producer / project manager to join its team and overview the development of *Ephemera*. The producer will work closely with all members of the small team at every stage of development to manage timelines, budgets and communications.

We want to hear from you if you have a passion for making artistic interactive experiences that push the envelope. We are looking for someone who wants to be part of a start-up studio where their input is valued as a core member of the team, beyond their position in the company.

Responsibilities

- Manage and monitor budgets and resources allocation
- Establish realistic timelines and ensure they are followed
- Assist in the definition of project scope and objectives
- Maintain communication with investors and produce reports
- Review contracts and agreements
- Manage the relationship with testers for feedback and quality assurance
- Coordinate outreach through social media and events
- Ensure good team communication and cohesion

Requirements

- Strong written and verbal communication skills
- Fluency in both English and French
- Experience in the video games industry
- Availability to work in our downtown Montreal studio space

Extras

- Having shipped a few titles
- Interest for alternative games and art
- Experience in agile methodology
- Experience working with Xero, Asana and / or Unity

Applying

Deadline: Sunday, October 9, 2016.

Start date: January, 2017

Note: this position is dependant on the fulfillment of our investment goals.

Send your CV to contact@interim.studio to apply.