



# Product Owner

## Job Description

<b>Title:</b>	Product Owner
<b>Responsible to:</b>	CEO, Runaway
<b>Direct Reports:</b>	Programmers Artists
<b>Functional Relationships with:</b>	Programmers Community Manager Researcher Runaway Contractors Artists Product Owners Marketing

## Role

Come work in a positive, inclusive environment with a talented team creating exceptional games. Runaway is a self publishing studio - we create original IP games for Free to Play Mobile.

We have exciting new games to roll out over the coming years, and we need more Product Owners to help this happen! You might come from a skill specific background (eg Programming, Art) or from a Production background. We are open to meeting people from various skill backgrounds - as long as you have experience in leadership and a desire to lead organised, coordinated teams.

## Key Accountabilities:

- **Business Manager**
  - Primarily responsible for a game's performance as measured by agreed KPIs
  - Works to achieve monthly KPI targets set with the executive

- Ensures project has the required resources to meet its goals
- Updates wider team on performance at weekly All Hands
- To work alongside other Product Owners - request feedback on ideas and ask for support as required
- For any major alterations to a product, pitch this to the executive for feedback, support and sign off
- **Vision Holder**
  - Holds the vision for the game and clearly communicates this to all team members
  - Runs a weekly meeting updating everyone on the game's performance, focus, development status, and creative direction
  - Makes all final calls within the game team on game design, style, production priority, while drawing upon the experience, support and advice of the creative and technical leads and executive team.
    - Requires sign off from executive for any significant new features for the product
    - *Trust* is an essential skill of the Product Owner where they are not an expert in a particular field
- **Player Advocate**
  - Deeply understand the player demographic, and constantly evaluate the game from their perspective
  - Work with Customer Support / Community to understand customers known issues and requests
  - Run usability tests
- **Development Priority**
  - Manages the project backlog and it's priority in a clean, efficient and organised manner
  - Write User Stories for new features
  - Log bug fixes / refinements
  - Decide together with the team on the contents of a sprint
  - Reports to Executive on timing of feature delivery, and ROI of new feature priority
    - What impact will a feature have on...
      - DAU
      - ARPDau
      - Conversion
      - Retention
      - etc
    - Does it address an area where the game is underperforming?
  - Fields suggestions from the wider team and community, and turns them into potential tasks, prioritises in the sprint along with everything else
- **Process Management**
  - Manages the app submission process, iTunes Connect, and Google Play
  - Hand off builds to QA
  - Is ultimately responsible for everything that goes live in the game

- **Production**
  - Most likely also has a hands on involvement in crafting the game as well (may be a game designer, programmer, artist, producer, etc)

## Essential Skills

- Organised and efficient
  - Strong management skills and experience working with project planning software
- Excellent communication skills (within the team and externally to executive and wider team)
  - Care and consideration for immediate team members - this role requires the ability to inform executive over any concerns involving direct team members and their physical or mental health and wellbeing
- Leadership skills - the ability to make decisions, be proactive, think critically and also ask for help and support when needed.
- Great team player - works well with other team members from various backgrounds, drawing on their knowledge and skills to help move the team forward.
- 2+ years of relevant experience (eg as a Producer or a publishing/production role, or as a Team Lead in Programming, Design or Art).
- Experience with Agile development

## Apply

We take pride in our positive, friendly culture and hire people who want to be part of making something special with us. We're an inclusive group and encourage applications from people with diverse backgrounds.

We value and support our staff - you can expect a clear career development plan and support in professional development, opportunities to move sideways or upwards as you grow with us, a creative environment where everyone is encouraged and supported in pitching new game ideas, no-crunch culture, flexible work hours for work/life balance, group lunches, nature excursions and spending time with a talented and very friendly bunch.

If you feel excited about joining us, we'd love to hear from you. Please send your cover letter and resume to: [kylie@runawayplay.com](mailto:kylie@runawayplay.com)