Downloaded from <https://www.velvetjobs.com/job-descriptions/game-manager>

# Example of Game Manager Job Description

Our growing company is looking to fill the role of game manager. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

## Responsibilities for game manager

* Act as project regional leader and champion a consistent, organized process
* Gather documents and information to organize EU and LatAm business, functional, and creative requirements for Diablo and Overwatch development projects with all department leads and deliver them to appropriate production resource(s) in US
* Maintain understanding of all global Diablo and Overwatch development projects
* Participate in weekly meetings with EU and LatAm US functional and department heads to review status and deliverables
* Evaluate risk and proactively ensure that all redundancies are in place to counteract potential issues
* Bring experience, direction, and measurable performance to the game design process
* Maximize titles' engagement, virality, monetization, and of course, fun!
* Plan and execute product roadmap to meet goals via a weekly deployment cycle
* Use a strong quantitative background to balance features and manage virtual economies
* Work closely with game producers to provide product economy analysis, revenue optimization, feature recommendations, and on-going live support for our games

## Qualifications for game manager

* Knowledge of game production pipelines and workflows development processes
* Able to communicate effectively at all levels with both technical and non-technical professionals
* Agile development experience or Scrum Master certification
* Strong knowledge of Diablo, action RPG and FPS games
* Leverage analytics and quantitative analysis to monitor game performance, tune mechanics, and identify new features to improve user conversion, retention, and monetization
* Create, balance, and optimize virtual economy models