



First Party Technical Manager

We are Velan Studios, an independent game developer with a passion for the unconventional. We make innovative games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. We believe in maintaining a creative, collaborative, and diverse team environment at our studio, and we are looking for passionate and capable people to join our team of experienced AAA console developers.

We are looking for an experienced, First Party Technical Manager who will play a critical role in both Velan Studios' Publishing and Development business units. This role will engage with first party platform partners (i.e., Nintendo, Microsoft, Sony, Apple, etc.), technical support groups, and other key partner liaisons as the primary bridge between our development teams and our partners. The ideal candidate will have an engineering background, extensive game development experience, and relationship management experience between development and publishing teams.

Responsibilities:

- Work with First Party Platform partners and our internal development team leads to determine the implementation requirements of Velan's multiple game development projects.
- Collaborate with first party studios to develop best practices, coordinate technology sharing, solve critical implementation bottlenecks, and represent the technical interests of Velan Studios with our publishing and distribution partners.
- Act as the primary communication liaison between Velan Studios and First Party Platform and other key technical partner groups.
- Understand First Party Technical Requirements and collaborate with our development teams to ensure successful execution and compliance.
- Manage some first party portal logistics (i.e., release support, entitlement tracking, etc.)
- Partner with Velan Studios First Party Relations Manager to ensure strong First Party relationships.

Job Requirements:

- 5+ years of technical implementation and/or leadership in the games industry on PC, Mobile and/or Console platforms.
- Bachelor's degree in computer science, software engineering, or equivalent.
- Experience with AAA game development.
- Experience working in/with custom game engines.
- Expertise and proficiency with current submission requirements and processes associated with primary First Parties.
- Strong, thoughtful communication skills, both written and verbal.
- Strong organizational skills with detail-oriented focus.

To apply for this position, send your resume and portfolio to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.

About Velan Studios:

Velan Studios is an independent studio comprised of a passionate and diverse team of seasoned developers. We are the creators behind Mario Kart Live: Home Circuit and Knockout City. Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios maintains a team of both remote and on-site employees. On-site employees work from our office in Troy, NY.