

Senior Game Producer — Beautiful Light

Location

Hybrid (Geneva, Switzerland / French border).

About the Project

Beautiful Light is a next-generation multiplayer extraction shooter currently in development for PC. The game is already among the top 50 most wishlisted games globally on Steam, supported by a rapidly growing community and strong market traction.

We are building an ambitious AA+ project with a highly experienced and international development team composed of both internal developers and specialized external contractors.

The Role

We are looking for an experienced Senior Game Producer who has successfully shipped commercial games and understands the production realities of AA or AAA game development.

This role is critical to scaling production, improving cross-discipline coordination, and ensuring the team can execute efficiently while maintaining a high quality bar.

You will work closely with leadership, development teams, and remote contractors to drive production planning, accountability, communication, and delivery across the project.

Responsibilities

- Own and drive day-to-day game production processes across multiple disciplines.
- Coordinate internal developers, external studios, and contractors across a distributed team structure.
- Build and maintain production schedules, milestone tracking, and risk management processes.
- Improve production workflows, communication pipelines, and operational efficiency.
- Partner with leadership to align development priorities with project goals and publishing strategy.
- Facilitate sprint planning, task prioritization, and dependency management.
- Ensure visibility on project status, blockers, risks, and resource allocation.
- Help scale and mature production operations as the project grows.

- Support the integration of external partners into the development pipeline.
- Maintain clear documentation and reporting for stakeholders.

Requirements

- Proven experience shipping commercial games.
- Previous experience working on AA or AAA productions.
- Strong understanding of modern multiplayer game development pipelines.
- Experience managing remote and distributed teams.
- Comfortable coordinating both internal teams and external contractors/vendors.
- Strong organizational, communication, and leadership skills.
- Comfortable working in fast-moving fully agile production environments, while helping teams transition toward more structured late-stage production and milestone execution.
- Experience using project management tools such as YouTrack, Jira, or similar.
- Ability to operate in a fast-moving production environment with evolving priorities.
- Fluent professional English.

Nice to Have

- Experience working on extraction shooters, FPS titles, or live-service multiplayer games.
- Experience scaling production teams during rapid growth phases.
- Familiarity with Unreal Engine production workflows.
- Experience collaborating with external co-development partners.

Current Production Environment

- Distributed international team structure.
- Mix of internal developers and external contractors.
- Production tools currently include Connecteam, Figma and YouTrack.
- Hybrid collaboration available in Geneva and the French border region.

What We Offer

- Opportunity to work on one of the most anticipated upcoming PC shooters.
- Significant project visibility and growth potential.
- High-impact role with direct influence on production strategy.
- Flexible hybrid setup.
- Collaborative international team environment.
- Competitive compensation based on experience.

How to Apply

Please send:

- CV / Resume
- Portfolio or shipped titles
- LinkedIn profile
- Short introduction explaining your relevant production experience

Include “Senior Game Producer — Beautiful Light” in the subject line.