

| Position | Product Manager - Gaming |
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| Function | Product |
| Experience | 8-12 Years |
| Location | Delhi |
| Job Description | Key Responsibilities: Own a product end to end. Work with the organization and our partners to build a business case, specify a first class product and then make sure that vision gets actually delivered by our creative and tech teams. Manage the rollout and effective adoption of the product by our partners. Continue to own the product through its lifecycle via updates, evangelizing with partners and integrating into other parts of our business. Define and specify product functionality through diagrams and whiteboards. Develop a partner program with potential supplies to build a product feature ecosystem. Work closely with users, business stakeholders, games designers and technical teams to produce specifications for products that deliver on functionality, value, future proof designs and product 'elegance' Competitor analysis and industry trends should be analyzed and feed into the roadmap. Define product strategies and roadmaps. Make commercial cases for product features to get investment sign-off, with input from the sales teams. Ensure products: Can be supported through monitoring, logging, documentation, etc. Are scalable and high performance The Product Manager will have strong presentation skills and will maintain strong working relationships with customers and our commercial team to retrieve information about product line performance, and to present business strategies. |
| Knowledge & Skills | BSc or equivalent in a science, technology or mathematical subject Ideally 8-12 years product management experience. Experience working with the gaming industry. A technical and analytical background. Experience working with cross functional teams in a technology domain. |