**Publishing Manager Job Description – Corbin Peever.**

**About us.**

Code Name Bricks is a new startup company comprising a small team of like-minded individuals that develop medium-fidelity games for the online sector. We are currently nearing the end of the development cycle for our first release and our team needs to grow to push our product to the next stage.

Our game is called T.U.R.D (Trash Unit Response Droid). It is about a piece of scrap in the form of a toilet that, through some paranormal event, has come to life and must battle against other scrap-monsters to achieve dominance. The format is a moody, tense 2D side-scrolling platformer with complex combat features and level design. The game is fun, and addictive to play, with a high reward system.

With the success of our first game, our company will need to grow with it, diversifying into developing multiple games at any point in time, so there is a huge amount of possible career progression for the right individual.

We have a strong belief in giving each team member independence and allowing them to decide how they will spend their time, as long as the work is being done. We provide a happy, engaging and rewarding workplace for our staff and offer great remuneration and benefits packages.

**About the Role.**

We require a full-time publisher to handle all aspects of publishing our game including hosting on web services like steam, managing user access to the server, pushing updates and downloadable content, and coming up with a process to include our game on more host servers over its lifeline and as interest increases. Ideally, we would like T.U.R.D to be downloadable on PC, Xbox, and PS4, with new levels, enemies, and features made open for download each month.

**About you.**

A successful applicant will have:

* Experience in publishing digital media in an online capacity, and preferably with experience in console games.
* Experience pushing updates and downloadable content to live-programs, minimizing downtime and post-update bugs.
* The ability to work independently as part of a small team.
* An innovative attitude, and willing to think outside the box to expand as the company does.
* The willingness to move into a managerial position as the publishing team expands.
* The right to work in Australia.

**Remuneration and Benefits.**

We believe in providing quality remuneration packages to our staff to ensure they are satisfied in their position. Our company’s benefits are above industry expectations and have high growth potential.

The remuneration is as follows:

* $95,000AUD base salary.
* 16% superannuation contribution.
* Company provided laptop.
* Quarterly KPI bonuses.
* Company social events like concerts, karaoke, Christmas events etc.

Please send your resume, and cover letter to management@cnb.com. Successful applicants will be contacted by our management team within a week of the close of applications.

Code Name Bricks believes in an equal opportunity workplace and is open to a diverse range of applicants. We are committed to providing a workplace that is free of discrimination and prejudice.