Las Casas Gaming, Inc.

JOB DESCRIPTION

POSITION TITLE: IT HEAD (INFORMATION TECHNOLOGY HEAD)

REPORTING RELATIONSHIPS:

ACCOUNTABLE TO: LAS CASAS GAMING, INC.

REPORTS TO: MARIA CELERINA GALLARDO III
                                    VICE PRESIDENT FOR OPERATIONS

Role Overview:

As the IT Head in our gaming company, you will be responsible for overseeing all aspects of information technology and systems within the organization. You will lead a team of IT professionals and work closely with other departments to ensure the smooth operation of technology infrastructure and the development of innovative solutions to support our gaming products and services.

Key Responsibilities:

1. Strategic Planning: Develop and implement IT strategies aligned with the company's goals and objectives. Identify opportunities for technological advancements to enhance our gaming products and services.

2. Team Leadership: Manage and mentor a team of IT professionals, including system administrators, developers, and support staff. Foster a collaborative and innovative work environment.

3. Infrastructure Management: Oversee the maintenance and optimization of the company's IT infrastructure, including networks, servers, and cloud services. Ensure high availability, scalability, and security of systems.

4. Software Development: Coordinate software development projects, including game development, backend systems, and tools for internal use. Collaborate with game designers, developers, and artists to deliver high-quality gaming experiences.

5. Security and Compliance: Implement and enforce security measures to protect the company's data and systems from cyber threats. Ensure compliance with relevant regulations and standards.

6. IT Operations: Manage day-to-day IT operations, including help desk support, system monitoring, and troubleshooting. Implement best practices for incident management, change management, and IT service delivery.

7. Vendor Management: Evaluate and select technology vendors and service providers. Negotiate contracts and manage vendor relationships to ensure quality of service and value for money.

8. Budgeting and Cost Control: Develop and manage the IT budget, including capital expenditures and operating expenses. Identify cost-saving opportunities and optimize resource allocation.

9. Emerging Technologies: Stay informed about industry trends and emerging technologies relevant to the gaming industry. Evaluate new technologies and recommend adoption where appropriate to maintain our competitive edge.

10. Collaboration and Communication: Liaise with internal stakeholders, including executives, department heads, and game development teams, to understand their technology needs and priorities. Communicate IT initiatives and achievements effectively across the organization

Qualifications and Skills:

- Bachelor's degree in Computer Science, Information Technology, or a related field. Advanced degree or relevant certifications preferred.
- Proven experience in a leadership role in IT, preferably in the gaming industry or a related field.
- Deep understanding of gaming technologies, platforms, and development processes.
- Strong leadership and team-building skills, with the ability to motivate and inspire teams to achieve their best.
- Excellent project management skills, with the ability to prioritize and manage multiple initiatives simultaneously.
- In-depth knowledge of IT infrastructure, networking, security, and software development methodologies.
- Experience with cloud computing platforms and virtualization technologies.
- Strong analytical and problem-solving skills, with a focus on delivering innovative solutions.
- Excellent communication and interpersonal skills, with the ability to collaborate effectively with stakeholders at all levels of the organization.

Prepared by: **Approved by:**

STEPHANIE JANE GUIAS   **LEO A. BARROSA**
HR/Admin/Legal Assistant   President

Reviewed by: **Received by:**

MARIA CELERINA GALLARDO III
Vice President for Operations   Employee