

Lead the Battlefield: Game Director Wanted!

A new mission is about to begin - will you lead the charge? 🚀

Who are we? Slipgate Ironworks is a game development studio in Aalborg, Denmark, built by passionate fans of classic action and strategy games. **We recently released *Tempest Rising - An Award Winning Real Time Strategy Game*** - and now, we're gearing up for our next big title! At Slipgate we embrace a culture that is collaborative, informal and inclusive, and we seek a person who can further contribute to our culture with motivation and leadership.

Job Description

As a Game Director in Slipgate, you will have overall creative control and direction of one of our projects. You'll work closely with Design, Art, Engineering, and Narrative teams to create the next generation of Real Time Strategy games. Your leadership will drive the development teams in creating the gameplay, mechanics, and world-building that will inspire both existing and new players.

We are looking for someone who has deep experience with Real Time Strategy or Action games, understands the unique mechanics of the genre, and is passionate about pushing it forward in new and exciting ways. If you thrive in a collaborative environment and have a clear vision for the future of RTS, we want to hear from you!

Job Responsibilities

- **Creative Leadership:** Define, implement and drive the overall vision and direction for the game, in close collaboration with the Creative Director and Visionary of the project, ensuring the highest quality of gameplay experience from start to finish.
- **Gameplay Design:** Lead the design in collaboration with the lead-designer and iteration of gameplay mechanics, balancing the game for both casual and hardcore RTS players.
- **Team Collaboration:** Work closely with the Visionary, Creative Director, Development, Art, Audio, and Narrative teams to ensure a cohesive game vision.
- **Product Ownership:** In cooperation with the CEO, Visionary and Executive Producer, own and manage the development process, ensuring milestones, deadlines, and goals are met while maintaining quality.
- **Innovation:** Drive the evolution of next generation RTS gameplay, introducing innovative mechanics, systems, and AI.

- **Player Focus:** Continuously evaluate player feedback and incorporate insights into the design process to create an engaging and responsive experience.
- **Stakeholder Communication:** Communicate effectively with stakeholders and other departments to ensure alignment on project goals, milestones, and vision.
- **Quality Control:** In cooperation with the QA manager, oversee the testing process to identify bugs, balance issues, and ensure that the game provides a smooth and enjoyable experience for players.

Who are you?

We're looking for a candidate who ideally has the following skills:

Soft skills:

- **Inspire, Lead & Motivate** – Foster a solution-oriented and collaborative culture and align multidisciplinary teams towards a shared vision..
- **Adapt & Resolve** – Mentalize, manage conflicts, and communicate effectively.
- **Develop & Mentor** – Provide constructive feedback and guide team growth.
- **Build Trust & Relationships** – Create lasting, professional connections.
- **Embrace Danish Leadership** – Lead with empathy, informality, and inclusion.

Hard skills:

- **Experience:** 8+ years in game direction or design, with at least 2-3 years in a senior leadership role, ideally as a Game Director or Lead Designer on an RTS or strategy-based game. Direction experience from Film or TV is a plus.
- **Deep Knowledge:** A passion for and in-depth understanding of Action or RTS games, mechanics, and systems (e.g. resource management, unit control, tactical combat, base building).
- **Creative Vision:** Proven track record of creating compelling worlds and stories in multiple shipped products.

You should be able to effortlessly and effectively communicate in English both verbally and in writing.

Practicalities

Location:	Sofiendalsvej 88, a. 1. TV 9200 Aalborg SV (on-site position)
Expected starting date:	As soon as possible
Job type:	Full-Time
Level of experience:	Senior
Salary range:	600.0000-800.000 DKK per year + pension and benefits. Salary will be negotiated.
How to apply?	Email us at jobs@slipgate-ironworks.com with: 1) a CV 2) a portfolio and 3) A short motivated cover letter or a recorded video
Need more information?	Reach out to Mikkel Pallisgaard on mikkelp@slipgate-ironworks.com