Senior Producer

Global Gaming & Entertainment Technology

Job Information

Recruiter
Build Plus K.K.

Job ID
1618847

Industry
Gaming

Company Type
Small/Medium Company (300 employees or less) - International Company

Job Type
Permanent Full-time

Location
Tokyo - 23 Wards

Salary
9 million yen ~ 15 million yen

Holidays
Saturdays, Sundays and Public Holidays

Refreshed
November 19th, 2026 07:00

General Requirements

Minimum Experience Level
Over 6 years

Career Level
Mid Career

Minimum English Level
Business Level

Minimum Japanese Level
Fluent Level

Minimum Education Level
Bachelor's Degree

Visa Status
Permission to work in Japan required

Job Description

About the Company

Our client is a global gaming and entertainment technology company developing innovative interactive experiences for consumers worldwide.

Combining gaming, technology, and entertainment, the company is expanding its content portfolio through partnerships with game development studios and established entertainment IP holders.

As part of its continued growth in Japan, the company is looking for an experienced Senior Game Producer to lead externally

developed gaming projects and collaborate with local development studios, IP partners, and international publishing teams.

About the Role

As a Senior Game Producer, you will oversee the end-to-end production of externally developed games in Japan, from initial concept and developer selection through development, launch, and post-launch operations.

You will work closely with Japanese game studios, entertainment IP holders, and internal stakeholders to deliver high-quality gaming experiences for a global audience.

This role offers the opportunity to take ownership of Japan's external game development pipeline, influence creative and production decisions, and collaborate directly with international publishing teams.

Key Responsibilities

Game Production & Project Management

- Lead the full production lifecycle of externally developed games, from concept evaluation and project approval through launch and live operations.
- Manage project budgets, development schedules, milestones, and overall production quality.
- Oversee project approval processes, coordinating with internal stakeholders across publishing, finance, legal, and business development.
- Conduct regular game reviews and provide constructive feedback to development teams to maintain creative and quality standards.
- Identify production risks and work with development partners to resolve challenges related to quality, timelines, and budgets.

External Developer & IP Partnerships

- Identify, evaluate, and onboard external game development studios in Japan, including major developers and independent studios.
- Build and maintain long-term relationships with Japanese game developers and production partners.
- Collaborate with Japanese IP holders across anime, manga, character franchises, and entertainment properties.
- Manage IP approval processes, creative reviews, and licensing-related coordination.
- Work closely with business development and legal teams on developer partnerships and licensing agreements.

Cross-Functional Collaboration

- Act as the key point of contact between Japanese development partners and international publishing teams.
- Collaborate with internal game development, QA, localization, marketing, and business development teams.
- Ensure projects meet global platform requirements, production standards, and launch timelines.
- Coordinate localization planning and milestones throughout the development cycle.
- Provide regular project updates and recommendations to senior management.

Post-Launch Operations

- Oversee post-launch content updates, improvements, and ongoing game operations.
- Monitor game performance and collaborate with internal teams to improve player engagement and overall product quality.
- Coordinate content releases and ongoing approvals with external developers and IP partners.

Required Skills

Requirements

Must-Have

- 6+ years of experience in game production, game publishing, or related production management roles.

- Proven experience managing game development projects from initial approval through launch.
- Strong understanding of game development processes, including design, engineering, art, and QA.
- Experience managing production budgets, schedules, milestones, and external development partners.
- Experience working with Japanese game development studios and understanding of the local gaming industry.
- Experience collaborating with Japanese entertainment IP holders or licensors, including anime, manga, or character-related properties.
- Ability to evaluate game quality and provide constructive creative feedback to development teams.
- Strong project management, stakeholder management, and problem-solving skills.
- Native or near-native Japanese proficiency.
- Strong English communication skills for collaboration with international teams.

Nice-to-Have

- Experience with interactive, motion-based, or family-oriented gaming content.
- Established relationships with Japanese game developers, publishers, or entertainment IP holders.
- Experience working with global gaming or entertainment companies.
- Knowledge of live operations, content updates, and player engagement strategies.
- Familiarity with Japan's anime, manga, and character licensing industry.

Company Description