



Role Description

This is a volunteer position for Cubed! Events Limited.

Title: Attendee Experience Lead

Department: Attendee Experience

Unit: Experiences

Responds to: Event Manager

Summary

As part of the Experiences team you will play a key part in shaping and delivering Cubed!'s attendee experience. You will brainstorm and develop functionality that allows attendees to have a fun and engaging experience both in-game and outside of the game. You will work closely with the development services team to ensure your features are technically capable and built within a timely timeframe.

With support from top level management, you will collaboratively with volunteers across the organisation from planning right the way through to the event weekend.

Responsibilities

- Lead brainstorming and development of in-game features that enhance the attendees experience.
- Engage with the QA testing team to ensure all features are functional.
- Identify opportunities that help the players have fun.
- Determine what games are available within the event for attendees to take part in.
- Work with the build services team to ensure the event world is explorable.
- Manage and work collaboratively with a small team of attendee experience assistants.

Desired Skills and Traits

- A keen eye for detail.
- Creative thinking.
- Strong communication and organisational skills.
- Ability to work with a team.
- Good problem solving skills.
- Some management experience is ideal.
- A desire to deliver the best possible event for the community.
- Experience attending Cubed! previously.

To apply, please email volunteer@cubedcon.com with the 'Role Title' as the Subject. Include; why you want the position, applicable skills and previous applicable projects or experience.