



Women In Games International is expanding the leadership team on the national level. Ideal applicants will spearhead projects that will add value for our chapter members and the game industry community as a whole. Minimum requested 1 year commitment. Approximately 1-2 hour(s) per week.

Position: Chief of Staff

Location: Remote Position

Perfect for someone with talent (or interest) in:

- Project production
- Overseeing a network of female speakers
- Volunteer recruitment
- Providing professional growth opportunities for members

Key Responsibilities:

- Support and report all chapter leads
- Facilitate creation of new city/company WIGI chapters
- Own long and short term volunteer needs
- Promote panel diversity by fielding speaking requests to match WIGI speakers with events
- Source and promote job opportunities to the WIGI community
- Interfaces with National Executive Team and Partners

Benefits:

- Continue the 14-year legacy of championing for women in the gaming industry
- Resume enhancements
- "I'm with the band" privileges at all WIGI events
- Occasional free admission to conferences and events (when possible)
- Unique networking opportunities
- Sisterhood (or Misterhood for the male applicants)

Submit interest to amy@getwigi.com by Friday, April 12th, 2019.

Mission and Legacy:

Women in Games International (WIGI), made up of both female and male professionals, works to promote the inclusion and advancement of women in the global games industry.

WIGI promotes diversity in video game development, publishing, media, education and workplaces, based on a fundamental belief that increased equality and camaraderie among genders can make global impacts for superior products, more consumer enjoyment and a stronger gaming industry.

Women In Games International stands as strong advocates for issues crucial to the success of women and men in the games industry, including a better work/life balance, healthy working conditions, increased opportunities for success and resources for career support.

"When I joined eleven years ago, WIGI was introduced as a 'do-ocracy'. Those who are willing to create (or do) impactful projects have the freedom and access under the WIGI banner. Being a part of the executive team has allowed me the access to opportunities & networks at an accelerated rate, which in turn helped me make great things possible for our gaming community. By far the most rewarding work I've done in gaming. Added bonus of also gaining friends for a lifetime"

-Amy Allison 11 yr veteran of WIGI Executive Team