

Game Studio Hiring Plan

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces a hiring plan for a game studio — roles and sequence, where to find game talent, evaluation of dev/art/design skills, and compensation. Use it to build the team. For team structure use the Studio Org & Roles Structure (G1).

Purpose of this tool & output

Hire the right game-dev talent

How the output is used

Use it to hire the right game-dev talent — a hiring plan across roles, sourcing and assessment for a studio.

Important cautions

Prioritise hires that de-risk your current project (often a strong generalist engineer and designer first), evaluate on shipped-game evidence and practical tests, and use freelancers for spiky art/audio needs. Experienced game talent is competitive in India; equity helps early. Guidance only.

Companion documents

- Studio Culture & Creative Environment
- Remote / Distributed Studio Ops
- Studio Roles & Career Framework
- Game Dev Outsourcing Strategy
- Studio Performance Management

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.