

Studio Roles & Career Framework

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 roles, levels and career-progression framework for a game studio — discipline tracks, seniority levels, expectations and growth paths — to structure and retain the team. Use it as the studio scales. For culture use the Studio Culture tool.

Purpose of this tool & output

Define roles, levels and career paths

How the output is used

Use it to define roles, levels and career paths — a studio roles and career framework that supports growth and retention.

Important cautions

Clear role/level frameworks and growth paths reduce ambiguity and aid retention as a studio scales, but keep them lightweight for a small team — over-structuring early is counterproductive. Guidance only; adapt to your size.

Companion documents

- Game Studio Hiring Plan
- Studio Culture & Creative Environment
- Remote / Distributed Studio Ops
- 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.