

EMPLOYMENT OPPORTUNITY

FOOD AND BEVERAGES DEVELOPMENT MANAGER



POSITION TITLE:	FOOD AND BEVERAGES DEVELOPMENT MANAGER
DEPARTMENT:	OPERATIONS
REPORTS TO:	GENERAL MANAGER-OPERATIONS
LOCATION:	KENYA

PURPOSE STATEMENT

The Food and Beverage Development Manager will provide strategic oversight, operational guidance, and hands-on leadership to the F& B teams across all camps and lodges. The Manager will elevate service standards, optimise stock control, and develop high-performing teams-all while delivering exceptional guest experiences.

ROLES AND RESPONSIBILITIES

Deliverables

- Standardise and enhance Food and Beverages experience across all camps and lodges.
- Curate elevated beverage, wine, and guest dining experiences.
- Strengthen stock control, cost management, and supplier partnerships.
- Design and deliver impactful training programs.
- Provide strategic oversight and hands-on leadership to the F&B teams across camps and lodges.

QUALIFICATIONS & EXPERIENCE

Education:

- Diploma or Degree in Hospitality/Cookery/Food Service or equivalent or a related field.

Experience:

- Proven management experience in the hospitality field under Food and Beverages/Restaurant/ Kitchen for a minimum of 5 years.

Skills & Competencies:

- Service excellence (Desire to enhance Guest Experience).
- Excellent communication, organisation and planning skills.
- Attention to detail.
- Ability to work long hours.
- Time Management.
- Task Management.
- Leadership, by example.
- Passion for ecotourism.
- Commercial awareness.
- Deadline and results orientated.
- Motivator.

HOW TO APPLY

Interested candidates are invited to submit their applications to:

opportunities.kenya@greatplainsconservation.com.

The deadline for applications is **25th March 2026**

A complete application must include:

- A cover letter outlining your interest and suitability for the role.
- A detailed CV highlighting relevant experience and qualifications.

PLEASE NOTE, DUE TO THE HIGH VOLUMES OF APPLICATIONS ONLY THOSE WHO ARE SHORTLISTED WILL BE CONTACTED.