



astragon Entertainment is one of the leading independent German games publishers. The focus of the diverse product portfolio of our company lies on high-quality technical simulation games such as Construction Simulator, or Bus Simulator, but also many other exciting games such as Police Simulator: Patrol Officers or the space strategy game Drone Swarm. The distribution of high-quality licensed and distribution products such as Farming Simulator, Transport Fever 2 and SnowRunner complete our attractive product range. astragon games are available world-wide on many different platforms such as consoles, smartphones, tablets, and PC.

A united and strong team – also when working from home: Despite challenging times like these, we are looking for a **Junior Product Manager (Games)** to support our team in Düsseldorf/Germany in a permanent position. You can look forward to a flexible home office solution with digital training in your fields of activity without any restrictions by Covid-19 inhibiting your onboarding. Contact-reducing security measures in our office located in the heart of Düsseldorf additionally ensure the safety of all employees during the times they may be required to be on site.

Key Responsibilities:

- Support all product related assets, respecting allocated budgets and time frames, and in cooperation with other departments such as producing, marketing and sales
- Contribute to the management and coordination of localization, scoring, trailers, age ratings and physical production of game projects closely with third-party companies and internal teams
- Assist in the coordination, feedback and approval processes involving international brand partners and third-party license holders
- Contribute to the compilation and evaluation of competitive and SWOT analyses
- Propose improvements and additions to the product portfolio
- Manage daily operations of the product together with other departments to coordinate efforts for reaching common goals

Qualifications:

Core Competencies

- Prior professional experience in project and/or product management for video games (PC and consoles)
- Ideally experience in submission processes and guidelines of first-party platform holders (e.g. Sony, Microsoft, Nintendo)
- Understanding of common project management tools and Office, basic knowledge of Adobe Creative Suite
- Talent for organization and a keen eye for the bigger picture. You are eager to work on complex projects in a fast-paced, international environment
- Strong written and verbal communication skills in English and German
- A goal-oriented, efficient work approach, and a high degree of initiative and reliability
- Willingness to pro-actively pursue important topics and assume ownership as a great team player
- Strong enthusiasm for games (especially simulations) and pop culture

What we can offer:

- The option of working remotely
- An inspiring working environment within a driven, young team as well as dynamic career opportunities
- Great benefits like bonus entitlement, employer-funded pension, and flexible working hours
- City centre location with a great public transport link as well as the option of free parking
- Free soft-drinks, coffee and tea
- Fresh fruit
- Legendary team events

Does this sound like you?

If your answer is yes, we'd love to hear from you!

Get in touch and send your CV and cover letter to bewerbung@astragon.de