



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 **Senior 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:

- Independent planning, coordination and management of all product related assets, respecting allocated budgets and time frames, and in cooperation with other departments and project teams
- Management and coordination of localization, scoring, trailers, age ratings and physical production of game projects in cooperation with third-party companies and internal departments such as producing, marketing and sales
- Work closely with international brand partners and third-party license holders including coordination, feedback and approval processes
- Compilation and evaluation of competitive and SWOT analyses
- Representing the Head of Product Management in times of absence
- Assume a responsible role in regards of other team members including guidance and support

#### Qualifications:

#### Core Competencies

- At least 3-5 years professional experience as a project and/or product manager for video games (PC and consoles)
- Experience in submission processes and guidelines of first-party platform holders (e.g. Sony, Microsoft, Nintendo)
- Strong knowledge 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 also able to coordinate 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](mailto:bewerbung@astragon.de)