



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.

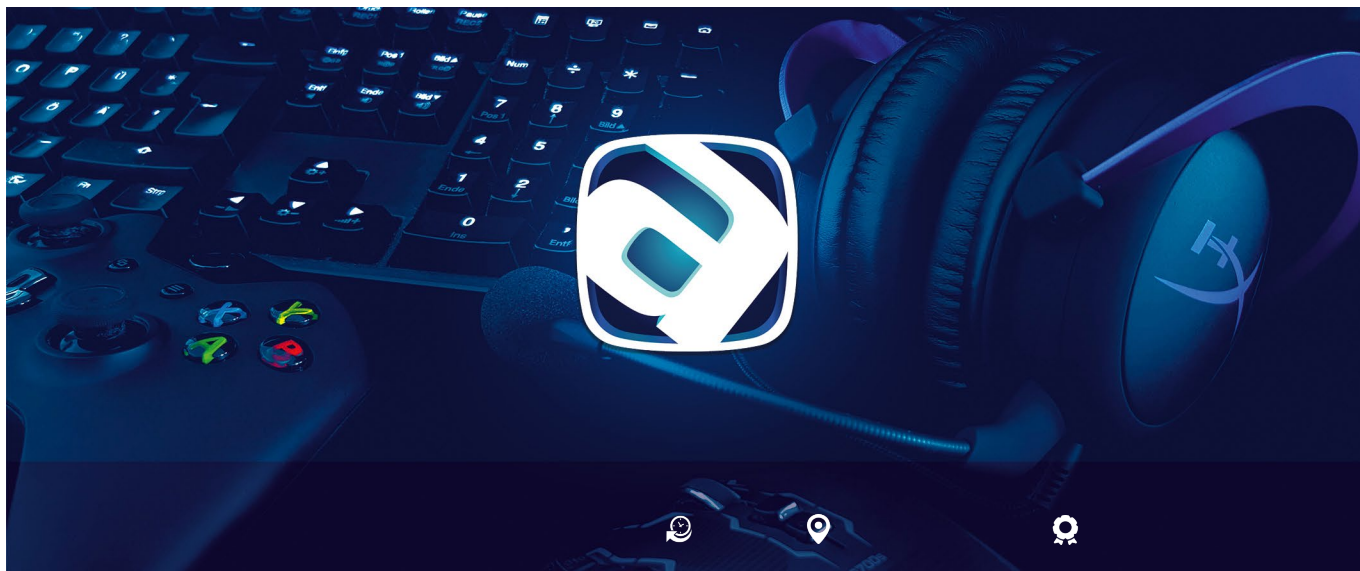
Key Responsibilities:

- 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:

- Hybrid work environment
- 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