Stellenangebot vom 06.05.2026

(Associate) Design Coordinator (m/f/d)

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	60528 Frankfurt
Land:	Deutschland

Firmendaten

Firma:	**Nintendo of Europe SE**
Straße & Hausnummer:	Goldsteinstraße 235
PLZ / Ort:	60528 Frankfurt am Main

Ansprechpartner

Name:	Katharina Znoj
Position:	Recruiter
Straße & Hausnummer:	Goldsteinstraße 235
PLZ / Ort:	60528 Frankfurt am Main

Job-Beschreibung

Level up!

Nintendo Co., Ltd., headquartered in Kyoto, Japan, has been providing a wide range of entertainment products and experiences since its founding in 1889, beginning with the manufacture and sale of Hanafuda playing cards. Since the 1983 release of the Family Computer (Famicom) system in Japan, and continuing through Nintendo Switch 2, Nintendo's focus has been the development, manufacturing, and sale of its gaming systems and software.

At Nintendo, we bring together employees with a wide range of characteristics and work together towards a common goal – to put smiles on the faces of people all over the world.

Tasks

- Supporting the validation of licensed merchandise and Nintendo merchandise, checking whether the products are in line with company guidelines and standards of quality
- Accelerating the approval process by making design proposals when necessary, communicating the adjustment points effectively to the suppliers and licensees
- Educating internal and external partners about Nintendo IP guidelines and rules
- Supporting with the management of the assets provided to the licensees
- Assisting in the development of process documents, guidelines, and training material for internal and external partners
- Collecting, organising and archiving product samples
- Communicating with the Nintendo merchandise teams in Japan and US regarding mutual projects, merchandise related assets, guidelines and updates
- Performing other administrative and design tasks not related to merchandise approval assigned by the supervisor

Requirements

- Two to three years of professional experience in merchandise approval and/or merchandise development
- Bachelor's degree in graphic design studies or comparable education
- General knowledge/understanding of product development, including print methods, production process, material constraints and general timelines
- Expert knowledge of Adobe Creative Cloud (especially Illustrator, Photoshop and InDesign)
- Proficient in Microsoft Office including Outlook, Excel, OneNote, PowerPoint, Microsoft Word
- Excellent spoken and written English language skills
- Must be comfortable with design and development processes that includes managing feedback from multiple sources, constructive criticism, and creative direction.
- Solution-oriented and results-driven with strong problem-solving skills, experience in handling multiple simultaneous projects
- Ability to work independently, while being very supportive and able to work in a collaborative team environment
- Good project management and communication skills, capacity to share clear information and give precise instructions
- Experience in handling multiple simultaneous projects
- Structured working manner with a lot of attention to details and consistency, in compliance with fixed guidelines
- Strong interest for Nintendo products and Japanese culture
- Experience in marketing materteral creation, coordination and approval is a plus
- Onsite presence in Frankfurt office at least three days per week to inspect physical samples

Please note that the submission of your own portfolio is mandatory for the hiring process of this position.

Please bear in mind that it might be an Associate position depending on your professional experience.

Are you interested? We look forward to receiving your application in English, including your earliest possible starting date and salary expectation.