

### Joboffer dated from 03/08/2019

# Marketing & PR Allrounder (m/f/d)

Field: Marketing / PR
Type of employment: Full-time

Entry date: immediately Salary: Depending on experience

and education

Zip Code / Place: 52146 Würselen

Country: Germany

## Company data

<u>egosoft</u>

Company: **EGOSOFT GmbH**Street adress: Heidestrasse, 4
Zip Code / Place: 52146 Würselen

## **Contact Person**

Name: Bernd Lehahn
Position: Geschäftsführer
Street adress: Heidestrasse, 4
Zip Code / Place: 52146 Würselen
E-mail: bernd@egosoft.com

## Job description

As a **marketing and PR manager** at **EGOSOFT** you will be responsible for the business success of the X series franchise.  $\square$ EGOSOFT is a small developer completely focussed on the X games (X4:Foundations).

You are into games, and SCI-Fi and have experience in marketing and PR activities in the games industry.  $\Box$ 

#### Your profile:

- You are a team player
- •

Games-Career.com is a service provided by:



Quinke Networks GmbH Bei den Mühren 70 20457 Hamburg/Germany



Experience in public relations and marketing communications

- Love for PC and console games
- Ability to work pro-active
- Very good writing and communications skills in German & English
- Ideally you bring a college/university degree (Bachelor or Master Degree)

### **About EGOSOFT**

While located in Germany, EGOSOFT is an international team dedicated to making the best space simulation games in existence. Our office is near Aachen in the very western end of Germany directly next to the Dutch and Belgian borders (so living in these countries and travelling to work is easily possible too).

Founded in 1990, EGOSOFT first developed just for the German market. Our focus on Space games with a much more international target audience, started with 1999s X: Beyond the Frontier, the first part in the ongoing X space game series. We are looking to only slightly extend our 20 people team.

#### **How to Apply**

Contact us via an e-mail at: ☐obs@egosoft.com

Games-Career.com is a service provided by:

