Joboffer dated from 06/08/2021

PROJECT MANAGEMENT TRAINEE - (m/f/d) - 5368

Field:	others
Type of employment:	Traineeship
Entry date:	07/31/2021
Salary:	2020 - 2693 EUR
Zip Code / Place:	Berlin
Country:	Germany

Company data

Company:	**Bigpoint GmbH**
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg

Contact Person

Name:	Avantika Thakur
Position:	Junior Recruiter
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg
E-mail:	a.thakur@bigpoint.net

Job description

Reference Number: 5368

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Please send your CV, cover letter and references, including salary expectation and earliest start date possible as 1 PDF to☐direct link below☐or to☐career@bigpoint.net

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Your Job:

Project Management Graduate Program is an 18-month program focused on entry level

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20457 Hamburg / Germany

graduates who want to start career in the dynamic fast-paced games industry. It offers you unique working experience in Project Management Office, where you will gain valuable wide experiences in project management for games and related projects while completing interesting and challenging projects and tasks. You will have the opportunity to build a network and make a big step forward towards a successful career as a Project Manager in a dynamic working environment.

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Responsibilities:

You will have access to rotating roles and various training and development opportunities, including:
• Planning and execution of interdisciplinary software development projects in highly dynamic environments
• Application of traditional and agile project management methodologies
• Leadership skills development
• Networking, coaching and mentoring relationships
• Learning curriculum (training, e-learning modules)
You will experience assignments and tasks with real, hands-on responsibilities integral to Bigpoint's business.

Step 1: Introduction

The Project Management Graduate Program starts with a welcome week. Together with the other members of Graduates program you will get a first introduction to Bigpoint, the game industry, and the workflow of a game development company.

Step 2: Project Management Introduction
After the introduction week you will spend 8 months in Project Management Office as part of Bigpoint's project management team. You will complete assignments and tasks across active projects and learn the practical application of current project management methodologies. Your stay will be supplemented with expert trainings in major project management fields.

Step 3: Exposure to the operations of Game Industry

You will walk through all game operations areas and get a holistic business picture by having the opportunity of getting to know how our business works and how are we making profit.

Step 4: Focused Project Management Assignment

In order to guarantee a smooth start into your future function you will spend the last 8 months focused on one game project alongside an experienced project manager. You will be given areas of responsibilities in which your contributions and decisions matter and which allow you to experience ownership on processes and execution.

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REQUIREMENTS:

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• You have or you currently are on your way to a university degree in the field of project management, game development, software engineering or equivalent.
• You are knowledgeable of modern project management methodologies.
• You have excellent analytical and problem-solving skills.
• You have excellent communication skills.
• You are fluent in written and spoken English.
• You are thriving in high-pressure environments.
• You can interface with all production disciplines (game design, art, tech, etc) as well as external stakeholders.
• You display promising leadership skills.
• You have a career focus on process and execution rather than product ownership.
• You have a passion for games.

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