

Joboffer dated from 07/05/2022

## (Senior)Publishing Game Producer (m/f/d) Kalypso Media Group

Field:	Productmanagement / Producing
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	67547 Worms
Country:	Germany

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### Company data

Company:	<b>Kalypso Media Group GmbH</b>
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms



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### Contact Person

Name:	Nicola Neu
Position:	HR Managerin
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms

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### Job description

At our headquarters in Worms, Germany, we are looking for a **(Senior) Game Producer (m/w/d)**



**Kalypso Media Group** is an independent publisher and developer of interactive entertainment software with more than **170 employees** at a total of **ten locations** in Germany, England, France, the USA and Japan. Five of the Group's development studios in Germany and France, together with other international games developers, ensure a steady stream of new computer and video games for all modern premium platforms, such as the world-famous "**Tropico**" series, "**Commandos**" and "**Railway Empire**".

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Quinke Networks GmbH  
Bei den Mühlen 70  
20457 Hamburg/Germany

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**We offer:**

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- Working where games are at home - true to our motto: Where Games live!
  - A lively, creative and open atmosphere in a growing company
  - Exciting tasks, freedom to develop your own ideas and initiatives as well as short decision-making processes
  - Responsible work in a constantly evolving industry
  - Play Games, Love Games, Live Games: A team that has fun together and stands up for each other.
  - Vitamins, caffeine & fun included: Fresh fruit, non-alcoholic drinks and a recreation room with table football, consoles and board games are freely available.
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- We make it our goal to proactively contribute to the mental health of our employees. We are supported by an online tool.
  - Sustainability is at the forefront: our office is within walking distance of the main railway station, we offer bicycle leasing via Jobrad and a pro-rata VRN job ticket for public transport.
  - Alternatives for car drivers: travel allowance or parking space
  - Fast food or healthy? Our central location offers a wide range of food for the break - and we pay part of the costs!
  - Think about later: you can continue an existing company pension scheme or apply for a new one by converting your salary.
  - Flexible working hours and a hybrid workplace model (home office & office)
  - Re-location? No problem - we help you get started with a company flat (shared flat; if available).
  - We support your own further development with feedback meetings and tailor-made further training opportunities.
  - Attractive employee discounts and company events round off the package with additional content.

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**Your profile:**

- Enthusiasm for games and game development
- 3years of professional experience as a producer in the video games industry
- Existing track record (supervision and completion of existing projects).
- Experience with projects focused on management, simulation or strategy as well as next-gen console (Xbox One, PS4, Switch) is a plus
- Very good MS Office skills and documentation skills to ensure transparency and traceability of projects
- Experience with project management methodologies (Scrum, Waterfall, etc.) and project related software (Hansoft, Jira, Mantis, etc.)
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- Very good and business fluent English, both written and spoken
- Very good communication skills (verbal & written)
- Willingness to travel for regular studio visits at home and abroad

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**Your tasks:**

- Supervision of projects from the first pitch to the closing package (concept to ship)
- Closing projects in time, budget and quality and helping to define these points
- Supervision and motivation of the development teams and interface with Kalypso
- Creation and acceptance of development milestones, as well as budget control
- Active support of stakeholders (PR, marketing, etc.) at Kalypso and in the studios
- Organization and maintenance of related project documentation (protocols, reports, FAQs, Game Design Pillars, etc.)
- Contact person in the company for detailed questions about the development and its content
- Evaluation and analysis of new projects (pitches, prototypes, etc.)
- Coordination of QA and localization

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**Interested?**

Then we look forward to receiving your meaningful application with cover letter, resume and references.

We put a lot of emphasis on a cover letter. Don't see it as a chore, but as an extra chance to show who you are/tell us more about yourself.

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