

Joboffer dated from 08/14/2023

Intern Product Development Coordination (Licensing) (m/f/d)

Field: Marketing / PR
Type of employment: Internship
Entry date: 12/01/2023
Zip Code / Place: 60528 Frankfurt
Country: Germany

Company data

Company: **Nintendo of Europe SE**
Street adress: Goldsteinstraße 235
Zip Code / Place: 60528 Frankfurt am Main



Contact Person

Name: Katharina Znoj
Position: Recruiter
Street adress: Goldsteinstraße 235
Zip Code / Place: 60528 Frankfurt am Main

Job description

Level up!

Nintendo aims to deliver unique, intuitive entertainment experiences for everyone, manufacturing and marketing video game devices such as the Nintendo Switch™ family of systems, developing and operating applications for smart devices, and collaborating with partners on a range of other entertainment initiatives like visual content and theme parks.

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

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- Supporting the team of Artwork coordinators
- Supporting the licensed products approval process between Nintendo of Europe, licensees and Nintendo Japan
- Checking licensed products quality and conformity with Nintendo guidelines and standards
- Supporting the handling of product samples (storage, packing, inventory)
- Supporting the department and the superior with various administrative tasks related to licensing

Requirements

- Current studies in Business Administration / Languages / Marketing, studies in the area of Design Licensing or comparable studies
- The internship has to be mandatory for your current studies and the length of the mandatory internship should be 6 months
- Strong skills in written and spoken English; Japanese language skills are a plus
- Proficiency in Microsoft Office
- Strong interpersonal skills with the ability to work closely, cooperatively and effectively with different departments and with the team members
- Team oriented mindset and good communication skills
- Passion for games and the video game industry, interest for art and design

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Earliest possible start date: December 2023

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

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