

## MARKETING COORDINATOR

Amplifier Game Invest is one of eight operational divisions of Embracer Group. We have the ambition to build one of the most attractive homes for passionate game developers and their studios, empowering their aspirations and creativity for sustainable, long-term success. To reach this goal, we invest in game studios, developers and their designs to support them in becoming creatively and financially successful through the development and sales of great game experiences. We leverage our game industry experience to mentor, encourage and challenge our studios and be active members of the global game development community.

We are currently a team of ten employees, distributed from our main office in Stockholm, Sweden. The organisation is presently actively invested in 14 independent game studios across Europe and North America, with over 210 employees under its wing.

Our Publishing Service Department is growing rapidly, and we are currently offering an excellent opportunity to join a team dedicated to supporting market- and publishing efforts for our studios. At present, we are looking to hire a full-time **Marketing Coordinator**, either on-site in Stockholm or, depending on the profile, remote.

### Job description

The Marketing Coordinator will support all our studios in building various marketing documentation, project planning and roadmaps to facilitate coordination and execution of all publishing plans. You will be part of the publishing services unit and report directly to the Head of Publishing.

- You will team up with the publishing services team to create efficient documentation and materials for perfect coordination between team members, studios and external partners.
- You will run the publishing roadmap, including all critical parameters with a global schedule and all required publishing information for every project.
- You will be a vital part of the product and brand management execution.
- You will benchmark a lot and will conduct various analyses/research depending on the needs.
- You will also lead the administrative tasks of the publishing team, including costs/deadlines/various approvals/assets schedule/QA/localisation/playtests organisation.
- You will execute regular reporting and meeting summaries for global tracking of all publishing services operations.
- You will support release management, porting discussion, age rating and certification topics to make sure we release our products in good condition.

### What we like to see in a candidate

**You have at least one experience in a similar role within an indie, mid-size, big PC/Consoles publishing company or a game development studio**

You have solid organisational skills and are meticulous

You are flexible and able to adapt to different topics quickly

You have good Excel and Powerpoint skills

You like documentation and processes

You know how to summarise calls and meetings with essential information

You are eager to learn and grow every day

You have a sustainable and long-term mindset

You are team-oriented and always base your decisions and actions on what's best for our studios, our teams and IPs

You are straightforward, proactive and able to summarise vast amounts of information through excellent presentation and communication skills  
You are fluent in written and spoken English

**Apply via: [www.amplifiergameinvest.com/career](http://www.amplifiergameinvest.com/career)**

For questions about the role, please contact:  
Denis Ferrier, Head of Publishing, Amplifier Game Invest  
[denis.ferrier@amplifiergameinvest.com](mailto:denis.ferrier@amplifiergameinvest.com)