



Community Manager

Company: Urban Games GmbH
www.urbangames.com
Start date: as per agreement
Employment: 100% or as per agreement

Urban Games is an independent and highly-successful video game development company focused on simulation and management games. Urban Games' third video game title, Transport Fever 2, was released with great success in late 2019 and enables the company to continue growing. Urban Games offers the opportunity to work on unique video games in a creative work environment and career opportunities with competitive salaries. The company is based in Schaffhausen directly at the train station and can therefore be reached in just 39 minutes from Zurich.

The community manager is responsible for the community that grows around our games, plans and executes PR communication strategies, and is the voice of the company to the outside world.

Responsibilities:

- Manage and handle all first level support requests and assist with second level requests
- Plan and execute community and social media communication strategies
- Communicate with the community through online forums, social media and on events
- Gather community feedback from all available channels and share it with the team
- Attend press events, trade fairs and community events to meet press and fans
- Perform live streams and give interviews to demonstrate and promote our games
- Be the company's business card and represent it authentically to the outside world

Requirements:

- 3+ years of experience with community management
- Expert level understanding of our games, in particular Transport Fever 2
- Advanced experience with social media channels, online forums and video platforms
- Experience and confidence with hosting livestreams and giving interviews
- Familiar with producing image and video content for social media platforms
- Ability to work well under pressure and handle multiple tasks
- Strong German and English communication and writing skills (B2 level or higher)

Preferences:

- Professional experience in the video game industry and worked on shipped titles
- Expert level understanding of the transport simulation genre and similar genres
- Experience with publishing, marketing or product management
- Programming or scripting experience with game engines

Please send your application to info@urbangames.com