

Joboffer dated from 09/06/2024

(Associate) Design Coordinator (m/f/d)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: Frankfurt am Main
Country: Germany

Company data

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



Contact Person

Name: Katharina Znoj
Position: Recruiter
Street address: 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 supervision of the overall design direction of the material created in European Artwork & Design department
- Supporting the creation of the localised layout of packaging materials for our hard- and software titles for the European market, adapted from already existing layouts
- Supporting the creation of new designs/layouts (first party packaging, PR material, licensed goods etc.) in compliance with global quality standards and a strong appeal to European customers, based on assets prepared by Nintendo HQ in Japan
- Developing a deep understanding of Nintendo quality standards and coordinating design approval with different Nintendo stakeholders
- Coordinating the license and co-promotional design approval process between Nintendo and external stakeholders

Requirements

- University degree in Graphic Design studies or comparable education
- Several years of work experience in graphic design creation and/or art direction (packaging, advertisement, editorial content, logo, font, icons, style guides, character goods) ideally in the video game or entertainment industry
- Very good spoken and written English language skills; very good Japanese language skills would be a strong plus
- Expert knowledge of Adobe Creative Cloud (especially InDesign, Illustrator and Photoshop)
- Good project management and communication skills as well as capacity to share clear information and give precise instructions
- Structured working style with a lot of attention to details and consistency, in compliance with fixed guidelines
- Very supportive and teamwork-oriented mindset
- Strong interest in Nintendo products and Japanese culture

Please bear in mind that it might be a Junior position depending on your professional experience.

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

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