

Joboffer dated from 04/24/2024

Lead Product Manager

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

Company data

Company: **Electronic Arts**
Street adress: Im Zollhafen 15-17
Zip Code / Place: 50678 Köln



Contact Person

Name: Rajveer Kothari
Position:
Street adress: Im Zollhafen 15-17
Zip Code / Place: 50678 Köln
E-mail: rajveer_kothari@hotmail.com

Job description

We are a global team of creators, storytellers, technologists, experience originators, innovators and so much more. We believe amazing games and experiences start with teams as diverse as the players and communities we serve. At Electronic Arts, the only limit is your imagination.

We are DICE, the award-winning studio with locations in Stockholm and Gothenburg, Sweden, best known for creating the phenomenally successful Battlefield franchise.

We are now part of a set of global studios building a connected Battlefield universe. Our people are the backbone and driving force to our creative products, and are always looking for diverse game creators to join us in Stockholm, Gothenburg, or working remotely, to help us build the best Battlefield experiences and make our studio the best in the industry.

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Reporting to the Product Team Lead, we are looking for a Lead Product Manager. In the short term, you will focus on supporting Battlefield 2042, focusing on Business Performance

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Business Performance:

- Focusing on the short term (Next 3 months), you'll drive, collaboratively with the rest of the game team and other Battlefield Studios & EA partners, the In Game Content & Operational strategy for the game: store strategy, rewards, events, Battle Pass content...
- Use quantitative & qualitative analysis to monitor game performance, recommend tuning mechanics and A/B tests, and guide Analysts to improve our understanding of game performance
- Promote alignment for results: drive partners to align behind your strategy and goals to deliver results for the game
- Provide regular updates on business performance of the product
- Process and Operations - Identify efficiencies and build new processes where needed to create better workflows across the team
- Mentor Budding Talent - Mentor Product Managers on the team. Teach them how to perform with the tools and operations in place while growing their capabilities
- Medium (3 to 12 months ahead), you will drive experimentation on the Product to develop learnings for the game and the franchise
- Work with Producers & Designers to determine the type and volume of cosmetics content required to optimize revenue
- Stay on top of the competition by supporting the team with competitive insights on new launches, strategies, and tactics deployed that will help inform and shape our roadmap
- In the future, this role will likely support future Battlefield titles

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Minimum Requirements:

- 5+ years of product management or similar experience from gaming (console, PC, or mobile); entertainment; technology
- Passionate about games, and motivated to balance the interests of the player and of the business
- Experience with data analysis, game systems design, and games as a service

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- Understanding of balancing the quantitative (data informed) and qualitative (player voice)

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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany