

Economist Accountant, or Financial intern in a fast growing history card based auto-battler game

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Company: Jobly.fi

Location: Denmark

Category: computer-and-mathematical

About us

Welcome to GAMUCATEX – the indie startup fueled by a burning passion to weave history into enchanting gaming experiences! While our heart is in Copenhagen, our diverse team spans the entire globe. We are passionate about history and games, and you'll definitely have the opportunity to learn everything you're willing to know with us. We thrive on collaboration, creativity, innovation, and pure passion. Always ready to lend a hand, we're dedicated to crafting games that resonate and invite you to cozy up for a hygge-filled evening of entertainment. Join us on this epic journey where gaming meets history!

About our game

Tectonicus: on the edge of war, synthesizes mechanics of turn-based strategies, auto-battlers and card games. To succeed, you are to use strategic thinking when placing heroes, commanders and units on the board, as well as building synergic decks that emphasize each faction's unique strengths.

Apart from online and local PvP battles, Tectonicus will be featuring a full-scale story mode. The player will be called to restore the historical truth lost in contradicting accounts and theories, rewritten history and scholars' disputes, by reincarnating significant battles and living through them as warlords, across centuries.

About your department

You will be joining the Business-development department which is responsible for overseeing and executing all the commercial and organizational tasks in the startup. These

can range from everything to acquiring funding, planning the G-2-M-strategy for our game, collaborating with external business partners, setting up user-studies and SoMe campaigns etc.

About the job

As we have reached the stage where we are actively seeking funds and have already got some soft funding that we need to manage, we need a candidate who can manage our budget and evaluate how we finance our ongoing projects, both in terms of production of our game but also for collaboration with external business partners.

Responsibilities:

You will be responsible for addressing tasks and questions surrounding budgeting, managing our funds, evaluating how much funding we will need to undertake choice projects that are either production-related or related to external projects like promotional campaigns and physical events. We will also need help with finding an effective pricing strategy for our game that strikes a good balance between achieving sales and profit.

About you

You are either a student studying a bachelor or master oriented around economy, finance and or accounting, or a recent graduate who is eager to apply their learned skills in a fast-paced startup environment. You possess a commercial mindset, and are comfortable working with numbers and spreadsheets in order to assess how we manage our funds and acquire what we need to fulfill our critical projects.

You are also a teamplayer who is able to collaborate across fields of expertise and pitch in with your own knowledge. Our team consists of both game developers, designers, creatives, business developers and historians. It is also an advantage if you have the will to put yourself forward and help with collaborative projects like applying for funding and setting up events to show our game off. As we are a so-called indie developer making a videogame it is an advantage if you have knowledge or an interest in these types of products.

Skills & Requirements

You have either recently graduated or are currently studying a bachelor, master or similar related to economy, finance and or accounting

You understand the fundamentals of budgeting as well managing income and balance sheets

You have a commercial mindset and can effectively assess how much money certain projects will require to complete and where to acquire financing for said projects.

You are proficient in Excel and powerpoint, though we do use google sheets and presentations in the team.

You can communicate effectively in English as that is our company language and we often coordinate with team-members working remotely.

We don't expect you to have experience from the video game industry, but a basic knowledge of videogames as a product is a plus.

Details

The position can either be onsite, hybrid, or remote, full-time with some flexibility. As we are currently seeking funding, the position will be unpaid but can contribute to an internship. Our offices are located in three locations: Copenhagen at Amager/Nørrebro and Frederiksberg.

What we offer you (And perks)

Comfortable Workspace: Equipped office space with board games, docking stations (computer not provided), and a tea kitchen with free coffee/tea.

Dynamic Learning Environment: Immersive, creative workspace within an entrepreneurial ecosystem alongside other startups. Handcrafted onboarding day and process for a seamless team integration.

Flexible Work Arrangements:

Liberal holiday, sick leave, and childcare days.

Menstrual and menopause leave.

Remote work options for a healthy work-life balance.

Breaks for recreational activities, including game sessions.

Career Support and Development: Time off for training and career growth. Involvement in organizational improvements, processes, culture, policies, the work environment and beyond.

Challenging but Collaborative Atmosphere: Engaging position within an interdisciplinary global team. A workplace with high satisfaction among the team members and where it is okay to ask for help as there are no stupid questions. Varied and stimulating challenges with no two days alike. Recognition – your work is showcased in your portfolio and our games are enjoyed worldwide.

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