

HI THERE!



Welcome
to
Gameloft
Romania



Recruitment challenges in gaming industry from Romania



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OUR HISTORY



At the end of the '90s, Michel Guillemot and his four brothers founded Gameloft with the goal of producing quality games that consumers could easily download on their mobile phones. He soon realized that mobile phones would become a mass market product and the main entertainment platform in the world. He wanted to take part in this revolution and bring this ever-growing sector his experience in the video game industry, which he acquired with Ubisoft, a company he cofounded in the 1980s. Today Gameloft employs over 6,700 collaborators around the world and is the world leader in the mobile phone industry.

MICHEL GUILLEMOT
PRESIDENT & CEO OF GAMELOFT

"In the late nineties, while still head of Ubisoft Studios, I witnessed the spread of mobile phones all over the world. I also heard that it would soon be possible to download games Over The Air to these cell phones, transforming them into personal, mobile consoles.

For the first time, I realized that rather than developing games for the same 50 million hard-core gamers willing to invest in a game console, we would soon be able to access billions of players around the world within approximately 10 years.

I was willing to prove that these people would like to play and download games if we could reach them with inexpensive, high-quality games on their phones. I felt that non-gamers would be even more demanding about the quality and diversity of the gaming experience and would not want to change their phone for the sake of playing, so we would have to create very unique games that could run on the hundreds of handsets consumers possess. From its inception, Gameloft was created and designed to fulfill these consumer demands, and I was very fortunate at that time to get the support of very talented people who helped make our vision come true".

December 1999
Gameloft is born!



COMPANY MANAGEMENT



JULIEN FOURNIALS
SVP PRODUCTION



GONZAGUE DE ALLOIS
SVP SALES & MARKETING



ALEXANDRE DE ROCHEFORT
SVP & CFO OF GAMELOFT



Asphalt 8



GT Racing 2



Asphalt
Overdrive



Real Soccer



Brother In Arms 3



Gangstar Vegas



N.O.V.A. 3



Modern
Combat 5



World at Arms



Blitz Brigade



Heroes of Order &
Chaos



Rival Knights



Six Guns



Total Conquest



Spider-Man
Unlimited



Iron Man 3



Age of Sparta



Ice Age
Adventures



Ice Age Village



Cars



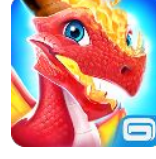
My Little Pony



Uno & Friends



Pastry Paradise



Dragon Mania
Legends



Wonder Zoo



Dizzy Fruit



Ninja Up



Candy Block Breaker



Shark Dash



Danger Dash



Gameloft Bucharest came to be in 1999. A second studio was opened in Cluj-Napoca in August 2010. With a team of over 750 people in Bucharest, and more than 550 employees in Cluj, Gameloft Romania is constantly growing.

We do 100% creation for games that run on next-gen platforms such as Apple iPhone, iPad, iPod or Android devices, but also tablets and portable consoles.

We take pride in titles like: NOVA, NOVA 2, NOVA 3, Backstab, The Dark Knight Rises, Modern Combat 5, Starfront: Collision, Ferrari GT, Asphalt 5, Asphalt 6, Brothers in Arms 2: Global Front, Terminator: Salvation, Shrek Kart, Captain America 2, Blitz Brigade, Brothers in Arms 3.

CONGRATULATIONS

YOU MAKE IT POSSIBLE



AND OUR BEST REWARD: THE
SATISFACTION OF OUR PLAYERS



BUCHAREST TEAMS

CREATION

The team creates new games and maintains the ones on the market via regular updates.

BUSINESS INTELLIGENCE

The team that transforms raw data into valuable information for all departments.

ITC

The ITC team develops complete solutions for game teams and programmers around the world.

ONLINE

The team develops tools which help configure the games, manage the infrastructure and the servers.

WHO DOES WHAT

QA

The QA works closely with programmers to find & fix bugs inside our video games.

ADS

The Ads team handles the complex advertising system inside the games.

MARKETING ASSETS MANAGEMENT

Manages the adaptation and localization of all the marketing assets for each major store and country.

SUBMISSIONS

The team prepares the games before reaching devices around the world.

TRACKING

Data management creates tools and systems that ensure a good understanding of user behavior.

eCOMMERCE

eCommerce builds stores, billing systems and tools that allow our customers to download our games.

CUSTOMER CARE

Provides assistance to our players monitoring the entire problem solving process.

COMMUNITY MANAGEMENT

The team's provides global moderation on Gameloft's social network servers.

Creation

2D Artist

Part in creating production concepts, designs and 2D/3D assets for Gameloft's upcoming hit.

Creation

3D Artist

Modelling, texturing and/or animating different game assets.

Creation

Programmer creation

Part in designing, validating and implementing core mechanics for our games, from initial concept to delivery.

Creation

Producer

Lead the development teams toward the completion of top tier mobile game titles.

Creation

3D Animator

Work on bringing to life and in motion the characters and monsters of a video game.

Creation

Game Designer

Offer their teams creative propositions in design and implementation of gameplay mechanics and features.

Creation

Narrative Designer

Work with the development team to brainstorm creative ways to encapsulate the game's core mechanics through story and narrative.

Creation

Game Economy Designer

Understand how a game works as a service for its customers and how the customers behave in it, identifying and developing the purchase drivers in the game economy context, and providing constant data-driven recommendation on Design, tuning and pricing in order to improve game financial performance.

Creation

Texture Artist

Create high quality texture content for the game world (creates textures and other related maps or images for mapping on 3D objects).

Creation

Flash Developer

Work on developing the UI / UX front end of a video game.

Creation

Menu & UI Designer

Create the menus and interface of a game up to next-gen console standards using the standard tools in the industry as well as inhouse tools.



Join the Game!

“You have to learn the rules of the game. And then you have to play better than anyone else.” - Albert Einstein

The game begins. What we are looking for in a recruitment process:

- Talent/creativity and motivation
- Flexibility/think outside the box
- Technical experience, especially for the production department (C ++ / unity / 3D / 2D)
- Experience in the games industry (do's and don'ts)
- Combined skills (depending on the job's specifics, GED/Cover Art Designer)
- Diversity/multiculturalism



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How/Where we looking for candidates:

- Traditional methods: Official Website: Intranet/www.gameloft.ro/jobs/ www.gameloft.com/corporate/jobs/
- Specialized sites: Linkedin.com/ejobs.ro/bestjobs.ro/workfinder.ro/linkedin.com/google
plus.com/bullhorn.com/Xing.com/Facebook.com
- Direct search: LinkedIn, freelancing sites (elance.com/freelancer.com/github.com/stackoverflow.com/
- Internal and external database/facebook.com/xing.com/viadeo.com)
- We don't refuse any recommendation :)
- Always searching for new platforms where we can find YOU :)

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Next steps in the recruitment process:

- **Technical test and technical interview**
- **Offer process (negotiation process)**
- **Relocation process if is necessary(UE-person/work permit)**

Game over, you are part of our team ! :)

WORK @ GAMELOFT

EMPLOYEE BENEFITS

Meal tickets

Insurance through the Regina Maria (type of subscription depends on seniority from company)

<http://www.reginamaria.ro/>)

Cafeteria menus with special prices for Gameloft employees

Free access to the gym and relaxation room in the offhours

Free dance, Zumba, aerobics and kickbox lessons are available to both beginners as well as advanced groups in the gym found inside our office building

Free access to the football and basketball courts for employees, for 2 hours weekly

Free psychological counseling

Kindergarten for our employees' children inside our courtyard – preferential prices

Massage parlor for Gameloft employees inside the office building



HOLIDAYS

You can access this link to program your holiday: <https://hrms.gameloft.org/>

You must ask for your holiday with at least 3 days in advance.

If you need a sick leave, want to schedule a holiday, plan a business trip or ask about your missing days you must notify the HR department and your direct superior. Call directly at 031.040.30.68. or send an email to buc-hr@gameloft.com.

<https://hrms.gameloft.org/>

Yes, if you are preparing your masters or Ph. D. degree, or attending professional training courses, Gameloft is offering you an annual 10 days study leave. This type of leave is not offered for the bachelor degree.





