

# DOMINIK WILLERS

**CHIEF INNOVATION OFFICER  
BORN IN 1977**



Dominik Willers is Managing Partner and Chief Innovation Officer at Goodgame Studios.

During his studies of media IT Dominik founded his first company, which was specialised in content management systems and larger corporate websites. He gained first professional experience as a Head of Technology in interdisciplinary research projects on new IT technologies with the aircraft construction company Airbus.

In 2008 Dominik founded the gaming company spotsonfire together with Stefan (today CTO at Goodgame). One year later both were award winners at the renowned German startup competition Gründerwettbewerb. Since the takeover by Goodgame Studios in 2010 Dominik has been in charge particularly of new technologies and platforms in game development.

