

DOMINIK WILLERS

**CHIEF INNOVATION OFFICER &
MANAGING PARTNER**



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

Dominik founded his first company, which specialized in content management systems and larger corporate websites, while he was studying media IT. He gained his first professional peak at the aircraft manufacturing giant, Airbus, as Head of Technology in interdisciplinary research projects focusing on new IT technologies.

In 2008, Dominik founded the gaming company spotsonfire along with Stefan Klemm, now CTO of Goodgame Studios. Within a year of the launch, they won awards at the renowned German start-up competition Gründerwettbewerb. Spotsonfire was merged with Goodgame Studios in 2010, and since then Dominik has been in charge of new technologies and platforms in game development.

