

GOODGAME STUDIOS ESTABLISHES “BRAIN TRUST”

Hamburg, August 18, 2016 – Due to the company’s rapid growth and transition into Germany’s leading game developer in recent years, Goodgame Studios’ founders, Kai and Christian Wawrzinek, have increasingly had to deal with organizational matters, resulting in less availability to directly influence the core business of game production. In the future, the founders will focus solely on the development of strategy games for browsers and mobile devices.

Together with Dominik Willers, former CIO, they will form the “Goodgame Brain Trust”. This think tank joins the studios in developing new, innovative game concepts and counsels the studios concerning implementation. Thus, Goodgame Studio’s founders return to their original role as creative advisors. Their know-how and passion for gaming enabled the brothers to celebrate success with gaming hits like Goodgame Empire, Goodgame Big Farm, and Empire: Four Kingdoms, the latter having remained the world’s most successful app from a German developer since 2013.

With this decision, Goodgame Studios follows a model which is well-established in the creative industry. For example, Pixar Animation Studios (Toy Story, Finding Nemo) established a small group of creative heads, who focus solely on developing new movies.

“My brother, Dominik Willers and I are very happy to again work with the products themselves in our new roles. We’ll use all our energy to add to the game development process, so we can follow up the success of our previous hits as fast as possible. We are convinced that we can push Goodgame Studios at the best possible rate in this solely product-focused role,” says Christian Wawrzinek, founder of Goodgame Studios.

A newly established management team will handle the daily operational tasks. All members of the new management board have known the company very well for a long time. Maximilian Schneider will be the new Chief Executive Officer. He has been a member of the management team and Chief Strategy Officer for Goodgame Studios since August 2014. Before joining Goodgame Studios, he was a banking and finance lawyer in a leading international law firm in Frankfurt am Main. A four-man team will be joining Maximilian Schneider on the management board: Fabian Ritter, founder, as CFO, Sebastian Frank as COO, Thomas Zimmermann as CMO and David Lee Ellis as CPO.

“We are convinced that Max Schneider is the right person to handle all operative tasks at Goodgame Studios in the future. During the current phase, it has been extremely important to us to give the responsibility to a manager who knows our company inside out and can begin tackling our current challenges without needing any induction,” says Kai Wawrzinek, founder of Goodgame Studios.

The changes take immediate effect and come promptly after the recently announced reorganization of the company in order to accelerate the speed at which the company can return to focusing on its core competencies.

ABOUT GOODGAME STUDIOS

Goodgame Studios is a leading developer and publisher of gaming software and specializes in the free-to-play market, with a focus on mobile and browser games. The company offers over 10 games in 26 languages and has over 300 million registered users worldwide. With more than 1100 employees, the company has the largest workforce compared to other German computer game developers. Goodgame Studios was founded in Hamburg in 2009 and is owner-operated. Along with the headquarters, there are also subsidiaries in Tokyo and Seoul. Goodgame Studios only markets and publishes games which it develops in-house. You can find them on its portal, as well as through a global partner network.

The development of the company has been recognized by multiple awards, among them the "Technology Fast 50 Award 2014" from Deloitte for being the fastest growing German technology company in 2014, and "Best European Studio" at the European Games Awards 2014. Develop Magazine recently named Goodgame Studios its top 30 Developer worldwide, the only German company to be named in its top 100. The company's games have also received several industry awards; most recently, Goodgame Empire was awarded "Best European Browser Game" and Empire: Four Kingdoms "Best European Mobile Game" at the European Game Awards 2014.

YOUR CONTACT

Dirk Hensen, Head of Corporate Communications & Public Affairs

Email: dhensen@goodgamestudios.com

Phone: +49 (0) 1515 3282798

LATEST NEWS AND PRESSKITS

www.goodgamestudios.com/company/press/

www.goodgamestudios.com/blog/

RELATED LINKS

www.goodgamestudios.com/blog/

www.twitter.com/GoodgameStudios

www.facebook.com/GoodgameStudios

www.youtube.com/user/GoodgameStudiosNews

www.xing.com/companies/GoodgameStudios

www.linkedin.com/company/goodgame-studios

www.instagram.com/goodgame_studios/