

Growth Marketing Manager

What we do

We enable the instant digital economy at a fair price. In Europe, Middle East and Africa.

Gaming and digital entertainment is one of the fastest growing industries globally. Holyo's ecosystem helps enthusiasts in Europe, the Middle East and Africa to purchase digital goods at unprecedented speed, convenience and a customer experience based on relationships. Our mission is to become an essential gateway for consumers to pursue their hobby or even build a gaming career. And for digital content providers to monetize their digital content in fast growing emerging markets.

Visit us at our gaming e-commerce site – www.holyo.com.

What it is like to be in our team

Life at Holyo is fast-paced: our instinct is to bite off a bit more than we can chew, so we're always busy. As a rapidly growing startup, we're always ready to keep up and adapt to changes quickly; when we go fast, we have shorter time to react.

We're always impatient and we don't wait for things to happen; we hustle to make them happen. If you're someone who is tired of waiting for your ideas to be heard; someone who is hungry to contribute more; someone who derives more satisfaction from team wins rather than from individuals ones; and someone who values integrity rather than cutting corners - you will fit perfectly into the Holyo team!

Responsibilities

- Gather and evaluate user requirements in collaboration with product managers and engineers
- Illustrate design ideas using storyboards, process flows and sitemaps
- Design graphic user interface elements, like menus, tabs and widgets
- Build page navigation buttons and search fields
- Develop UI mockups and prototypes that clearly illustrate how sites function and look like
- Create original graphic designs (e.g. images, sketches and tables)
- Prepare and present rough drafts to internal teams and key stakeholders
- Identify and troubleshoot UX problems (e.g. responsiveness)
- Conduct layout adjustments based on user feedback
- Adhere to style standards on fonts, colours and images

Requirements

- Proven work experience as a UI/UX Designer or similar role
- Portfolio of design projects

- Worked with both web and mobile
- Knowledge of wireframe tools
- Team spirit; strong communication skills to collaborate with various stakeholders
- Good time-management skills
- Minimum 2 years of experience

If you're looking for a rapid-growth environment and great teams to work with, you should **apply now**.

We're sorry to inform that only the shortlisted candidates will be notified as we may be overwhelmed by the number of applicants that go into our system, hence if you do not get a reply from us - don't give up on us just yet!