



Mobile Games Talent Intelligence

June 2026



We are pleased to present the June 2026 edition of the [Mobile Games Talent Intelligence](#) report.

This report analyses hiring, retention and workforce trends across 30 of the largest mobile games companies in EMEA. Drawing on extensive talent market data, it provides insight into how leading studios are growing, where they are hiring, and how talent is moving across the industry.

This edition includes:

- An expanded roster of 30 companies, up from 20 in the previous report
- Detailed company profiles, including hiring activity, geographic expansion and key sources of talent
- Rankings of leading mobile games companies by headcount growth and employee retention
- Analysis of how hiring and retention trends have evolved compared to previous editions

As competition for talent continues to intensify, understanding workforce dynamics has never been more important. We hope this report provides valuable insight for leaders across the mobile games industry.

If you have any feedback or suggestions for future editions, please contact us at [peter@neonriver.com](mailto:peter@neonriver.com)

*“At Miniclip, we’ve worked with Peter and Neon River on several important hires over the years, and we’ve always been very happy with the experience.*

*I’d recommend Neon River as one of the very best executive search firms in the market.”*

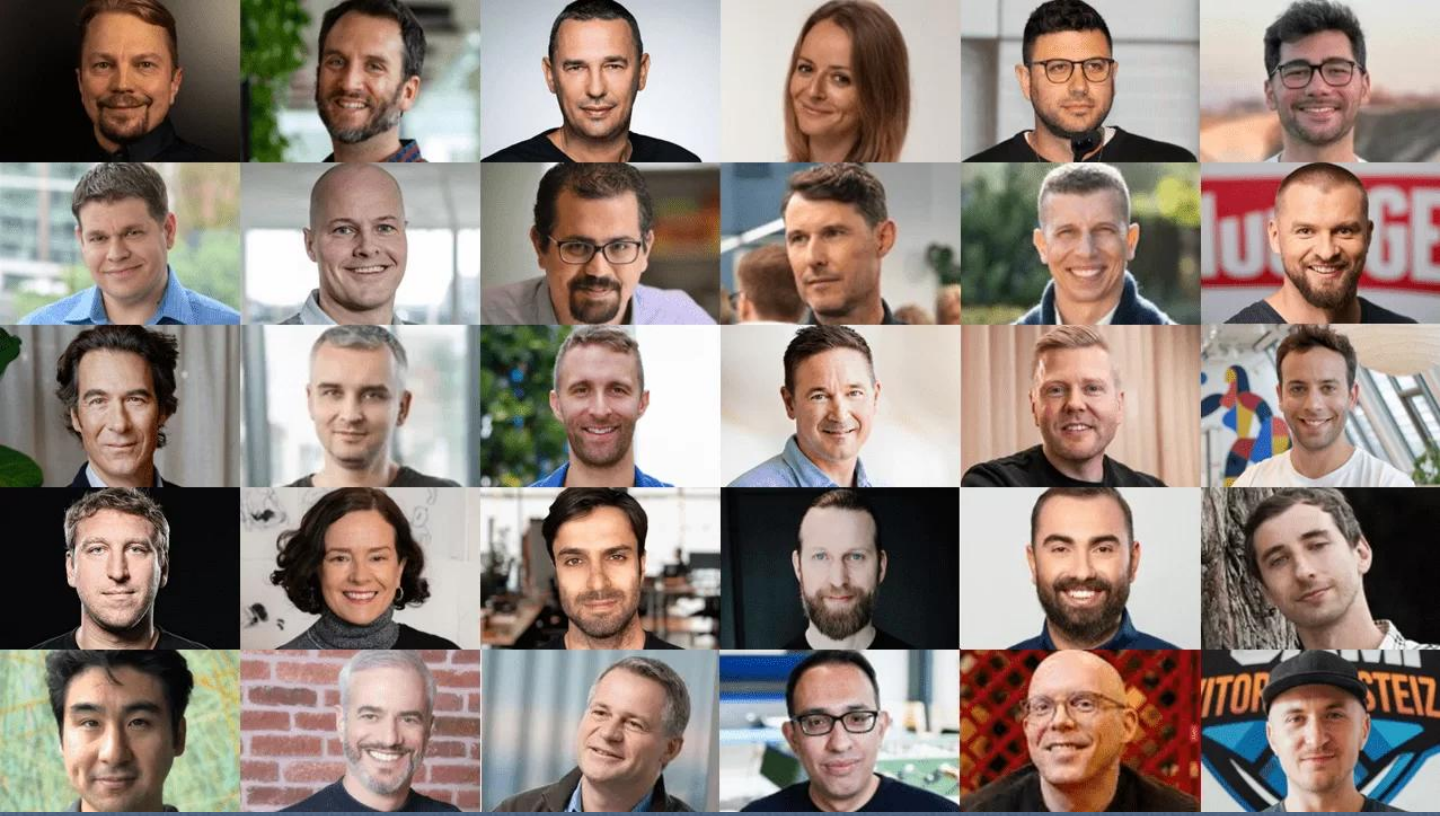
Rob Small, Founder and President



metacore



Neon River is a specialist executive search firm focused on the global games industry.



---

## Recognizing Excellence in Mobile Games

Each year, Neon River publishes its Top 30 Mobile Games Leaders in EMEA list, recognising the founders and executives who have made an exceptional contribution to the industry.

Our latest edition can be found [here](#)

The list features the CEOs, Founders and senior executives who have played a key role in shaping the mobile games industry.

This initiative is produced in partnership with Make-A-Wish UK, helping raise awareness and support for the incredible work they do for children facing critical illnesses.

We have only used data on employees based in Europe, Middle East and Africa (EMEA) and candidates based outside of these geographies are not counted as part of our statistics.

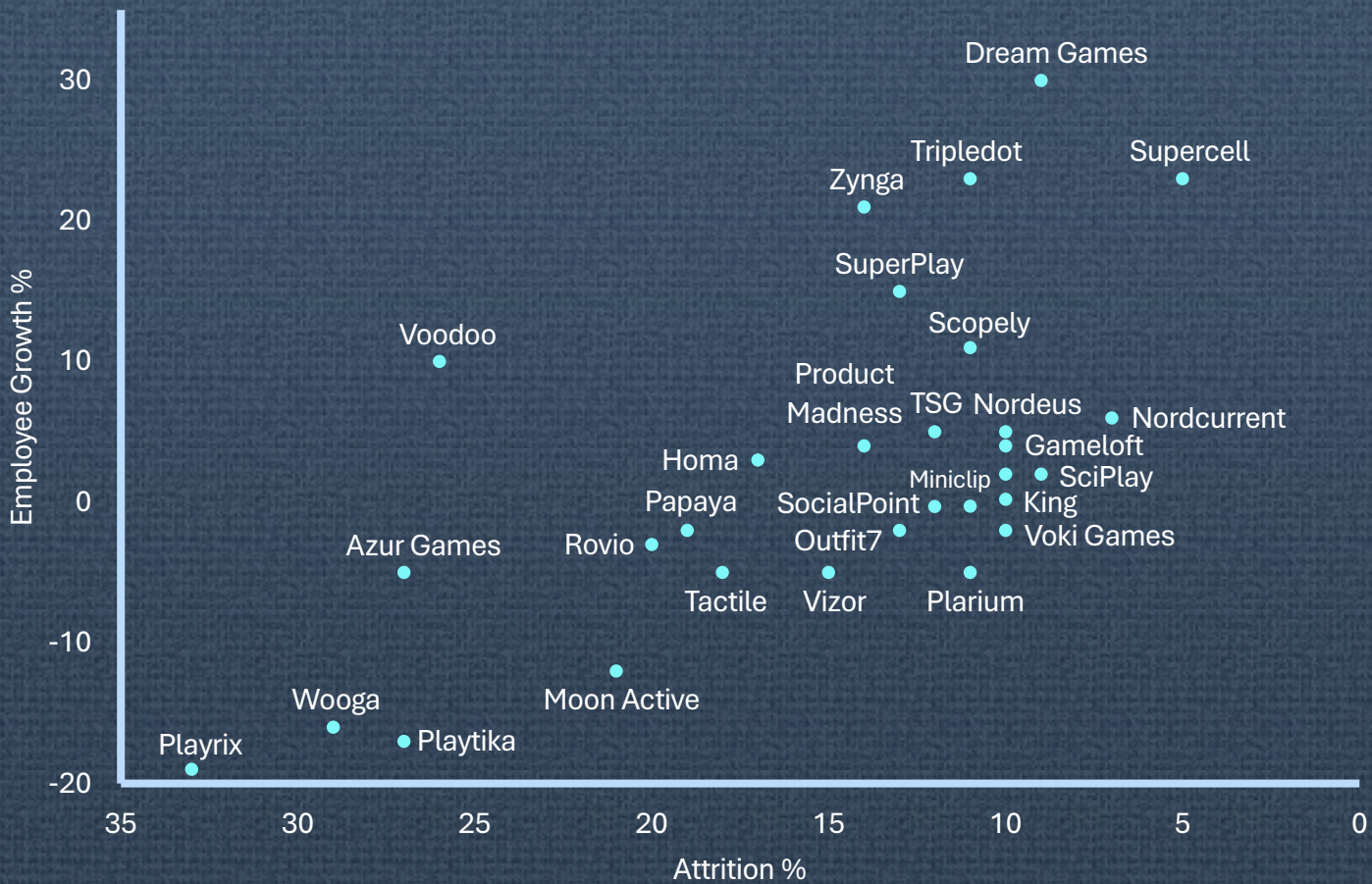
The data in this report is based on data from LinkedIn and it is worth noting that whilst many people have a LinkedIn profile, not every employee of every mobile games company has an accurate, up to date profile. It is best therefore to view the statistics within this report as being indicative of patterns and trends rather than being wholly accurate and complete statistics to be taken as fact.

The data used in this report has been collated during June 2026, and we will provide updated reports every six months.

We hope you find the report to be interesting and if you have any feedback or suggestions for future editions, please email [peter@neonriver.com](mailto:peter@neonriver.com)

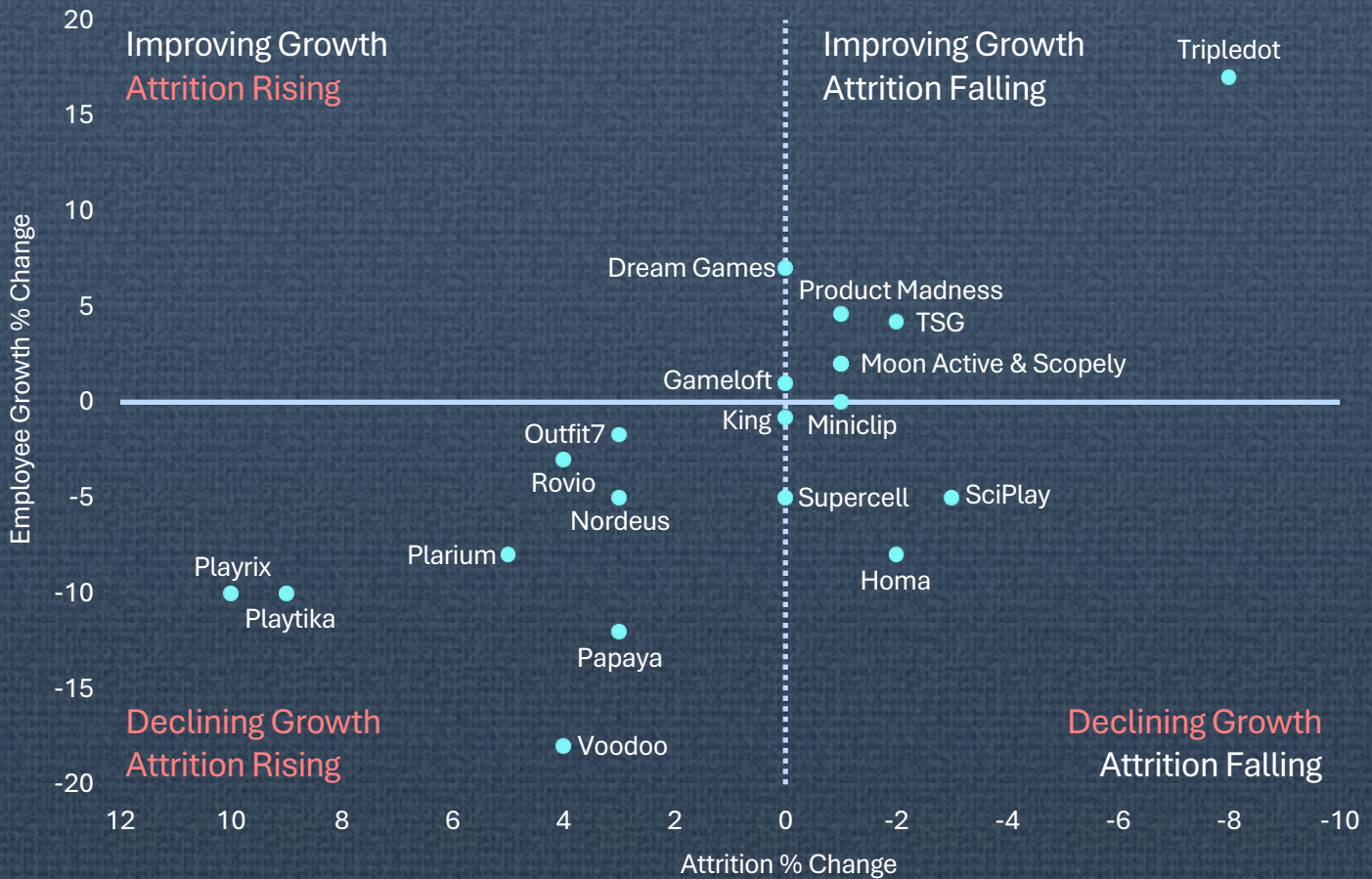
# Trends

Which companies are performing the best in terms of employee growth and attrition?



# Trends

Which companies' employee growth statistics have improved or declined since our last Talent Intelligence report in December 2025?

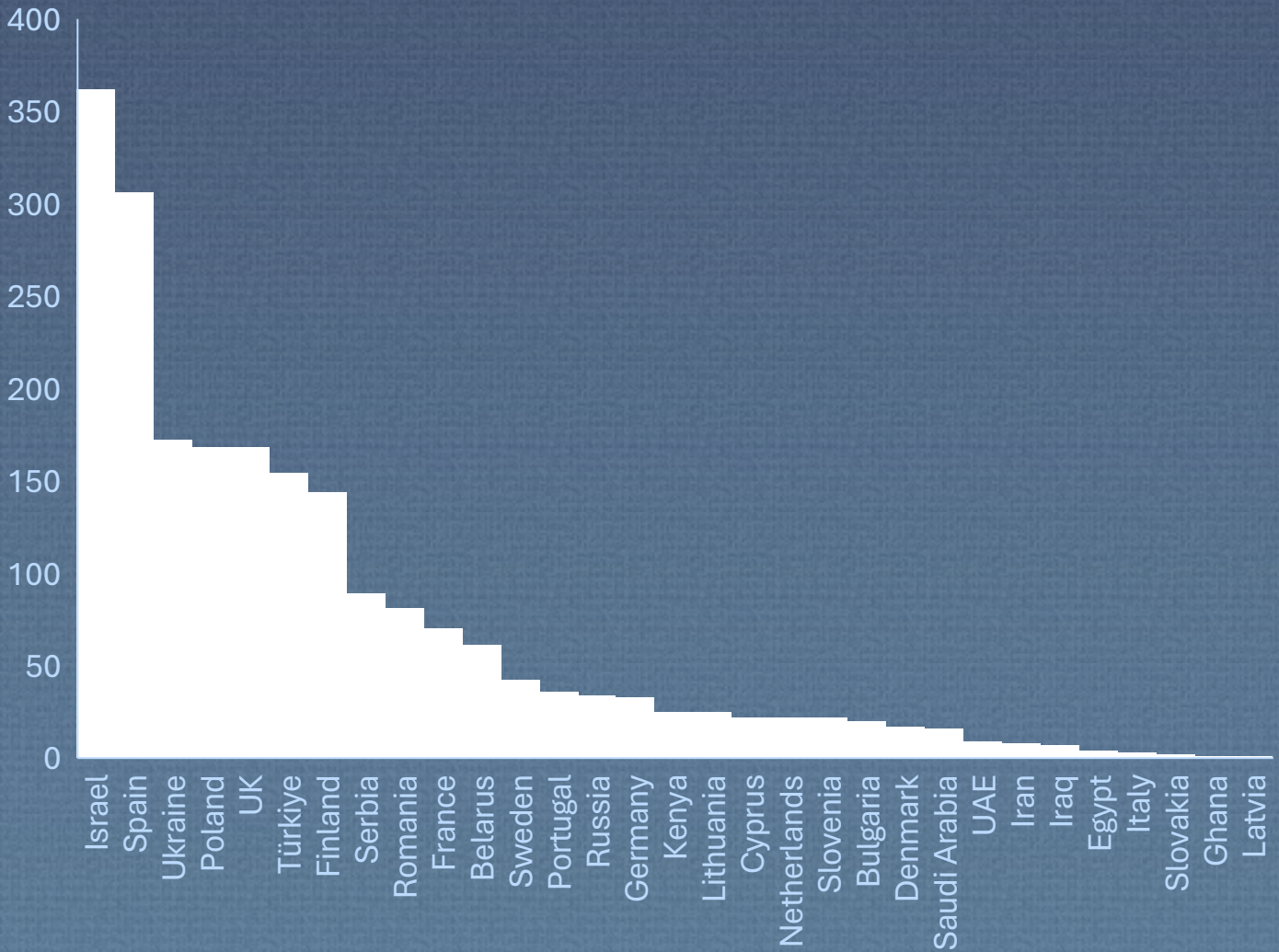


\* As this edition features an expanded roster of 30 featured companies compared to 20 in the previous edition, we can only compare companies featured in both reports.



# Trends

Which countries are seeing the greatest volume of hiring?






## Number of hires by company



## Employee Growth Top 5 Companies

		YoY growth	Previous ranking
	Dream Games	+30%	3 <sup>rd</sup>
	Supercell	+23%	1 <sup>st</sup>
	Tripledote	+23%	13 <sup>th</sup>
	Zynga	+21%	6 <sup>th</sup>
	SuperPlay	+15%	New

## Employee Retention Top 5 Companies

		Attrition (last 12 months)	Previous ranking
	Supercell	5%	1 <sup>st</sup>
	Nordcurrent	7%	New
	Dream Games	9%	6 <sup>th</sup>
	SciPlay	9%	14 <sup>th</sup>
	Nordeus	10%	3 <sup>rd</sup>

## Company Highlights



- Headcount is stable, with 0.2% growth and a relatively low attrition rate of 10%, King continues to benefit from a mature portfolio and strong employer brand, allowing it to retain talent despite limited overall expansion.



- Playtika appears to be losing talent, with headcount growth dropping to -17% and attrition rising to 27%.
- This likely reflects limited growth across its legacy social casino titles, including *Bingo Blitz*.



- Headcount is still declining, at -12%, while attrition remains high at 21%.
- Social casino companies have found growth challenging to achieve in a relatively mature market.



- Gameloft showed stable results, with 4% headcount growth and 10% attrition
- The company continues to leverage its diversified portfolio across mobile, PC and console titles.



- Scopely continues to demonstrate that scale and growth are not mutually exclusive, posting 11% headcount growth alongside relatively low attrition.

## Company Highlights



- Headcount is still growing very quickly at 23%, while attrition remains very low at 5%.
- Supercell is continuing to hire from major mobile games studios such as King and Rovio, without losing much talent in the other direction, suggesting it remains highly attractive to candidates.



- Plarium saw negative changes over the six-months period, with headcount growth declining and attrition increasing. This was probably affected by downsizing in its Ukrainian office, and restructuring following the acquisition by MTG.



- Playrix also declined, with headcount growth at -19% and attrition at 33%.
- While flagship titles such as *Township* continue to perform strongly, Playrix appears to be operating with a more disciplined growth strategy than in previous years, following significant organisational changes and a maturing portfolio.



- Headcount still increased by 10%. Attrition rose to 26%.
- Voodoo's relatively high attrition is partly intentional, reflecting a culture that is decisive in moving on employees who are not the right fit for the organisation.

## Company Highlights



- Both headcount growth (2%) and attrition (10%) remain broadly in line with the previous edition.
- Miniclip has consistently shown relatively low attrition across our reports, suggesting a strong company culture.



- Vizor is a new entrant in our report with 565 employees, a headcount growth rate of -5% and attrition of 15%.
- The company's modest decline in headcount may reflect a more mature operating model centred around a small number of highly successful titles.



- SuperPlay enters the report with strong headcount growth of 15% and relatively modest attrition of 13%.
- Following its acquisition by Playtika, continued momentum in titles such as Disney Solitaire suggests the studio remains in a significant growth phase.



- Rovio reported a modest contraction in headcount (-3%) alongside elevated attrition of 20%, representing a weaker position than in the previous edition.
- Sega has indicated that Rovio will undergo restructuring measures following softer-than-expected performance across parts of its portfolio.

## Company Highlights



- Product Madness' metrics improved this period, with headcount growing by 4% and attrition at 14%.
- The latest financial report showed lower revenue, but improved year-on-year profit margin.



- Attrition improved to 9%, but headcount growth dropped to 2%.
- The company's stable workforce suggests a more mature operating model following years of rapid growth in the social casino segment.



- Voki Games made the list for the first time, with 414 employees, headcount growth of -2%, and attrition of 10%.
- Despite broader geopolitical challenges, the studio continues to expand its presence across Eastern European talent markets.



- Dream Games showed even stronger growth this period, with 30% headcount growth and 9% attrition, rising from 3rd fastest growing in the previous list to 1st.
- Competition for talent within Türkiye is intensifying, with Dream Games losing several employees to rivals such as Grand Games despite its rapid expansion.

## Company Highlights

The logo for Outfit7, featuring the word "OUTFIT7" in a bold, red, sans-serif font on a white rectangular background.

- Headcount growth declined from -0.3% to -2%, while attrition worsened from 10% to 13%.
- Outfit7 continues to maintain a strong talent base in Ljubljana, reinforcing Slovenia's position as an important mobile games hub.

The logo for Tripledot, featuring a colorful icon of three stylized figures in blue, green, and orange, followed by the word "triple-dot" in a lowercase, sans-serif font on a white rectangular background.

- Tripledot showed one of the most notable improvements in both headcount growth and attrition; 6% to 23% and 19% to 11% respectively.
- Tripledot recently acquired AppLovin's mobile games studio portfolio, strengthening its position in the US and Asia.

The logo for Papaya, featuring a stylized orange and red icon of a papaya, followed by the word "PAPAYA" in a bold, orange, sans-serif font on a white rectangular background.

- Papaya had a weaker period, with -2% headcount growth and 19% attrition.
- The wider skill-based gaming sector continues to face increased regulatory and legal scrutiny, creating a more challenging operating environment for companies such as Papaya.

The logo for Homa, featuring the letters "HO" stacked above "MA" in a bold, black, sans-serif font on a white square background.

- Headcount growth dropped from 11% to 3%, with attrition at 17%.
- Homa continues to attract talent from larger mobile studios, hiring seven employees from Moon Active over the past year.

## Company Highlights



- In our May 2025 report, HUUUGE reported a 22% decline in headcount alongside attrition of 25%.
- This period, the company appears considerably more stable, with headcount broadly flat (-0.3%) and attrition falling to 11%.



- Zynga has around 300 employees in EMEA, which is roughly one eighth of the global workforce. The company saw headcount growth of 21% and 14% attrition in EMEA this period.
- Zynga's strong growth highlights the importance of its EMEA operations within a much larger global organisation.



- Azur Games had a tough period, with -5% headcount growth with 27% attrition.
- Talent flows from companies such as Wargaming and My.Games underline Cyprus's growing importance as a regional games hub.



- Socialpoint didn't grow much in headcount this period, whilst attrition is relatively low at 12%.
- The company surpassed one billion lifetime downloads across its portfolio, highlighting the durability of its core franchises.

## Company Highlights



- Nordeus' headcount is still growing at 5% although growth has slowed compared with the previous period (10%).
- Nordeus continues to concentrate its hiring activity within Serbia, reinforcing Belgrade's position as one of Europe's leading mobile games talent hubs



- Wooga had a difficult period, with -16% headcount growth and 29% attrition.
- The sharp deterioration from May 2025's results suggests a significant change in strategy or operating conditions over the past twelve months.



- Nordcurrent made the list for the first time, with 6% headcount growth and 7% attrition.
- Nordcurrent's addition to the list signifies the rise of Lithuanian mobile games industry.



- TSG saw a positive trend this period, with 5% headcount growth and 12% attrition.
- Improved player spending across recent quarters appears to be supporting renewed investment and workforce growth.



- Tactile's headcount dropped from 5% in May 2025 to -5% this time, with attrition roughly stable at 18%.



**3,117 employees**  
(in EMEA)

+0.2% YoY growth

**10% Attrition**  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Scopely	16
Supercell	8
Voodoo	4
Metacore	4
FikaPlay	3

Hired Talent from:  
(last 12 months)

Bank of America	5
Voodoo	2
Zinamic	2
EY	2
Netlight	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	22%
Art and Design	10%
Operations	8%
IT	5%
Sales	4%

Most hires by location  
(last 12 months)

Stockholm	33
London	32
Barcelona	23
Kenya	19
Saudi Arabia	16



2,692 employees  
(in EMEA)

-17% YoY growth

27% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Eeze	11
BrainRocket	7
Play Perfect	7
SOFTSWISS	6
lango	6

Hired Talent from:  
(last 12 months)

Beach Bum	4
SciPlay	2
AppsFlyer	2
EPAM Systems	2
evoke	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	34%
Art and Design	12%
IT	11%
Product Management	5%
Operations	4%

Most hires by location  
(last 12 months)

Tel Aviv District	85
Ukraine	18
Romania	18
Warsaw	17
Center District	15

# MOON ACTIVE

1,779 employees  
(in EMEA)

-12% YoY growth

21% Attrition  
(employees leaving in  
last 12 months)

## Talent Flows

Lost talent to:  
(last 12 months)

Cyera	9
Homa	6
BrainRocket	5
Voodoo	4
Unity	3

Hired Talent from:  
(last 12 months)

Beach Bum	4
Playtika	2
EY	2
Intel	2
Unity	1

## Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	27%
IT	14%
Art and Design	13%
Product Management	8%
Operations	8%

Most hires by location  
(last 12 months)

Tel Aviv District	53
Center District	10
Warsaw	6
Barcelona	5
London	4



1,519 employees  
(in EMEA)  
  
+4% YoY growth

10% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Creative Assembly	3
QUANTIC DREAM	2
Pingle Studios	2
Room 8 Group	2
Scopely	2

Hired Talent from:  
(last 12 months)

Tectronic	3
Room 8 Group	2
Moon Active	2
Ubisoft	2
Plarium	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	28%
Engineering	23%
Quality Assurance	12%
IT	6%
Marketing	5%

Most hires by location  
(last 12 months)

Ukraine	37
Romania	36
Barcelona	26
Sofia	20
Paris	14



1,429 employees  
(in EMEA)

+11% YoY growth

11% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Blizzard	3
Appodeal, Inc.	2
Voodoo	2
Monzo	2
Rovio	2

Hired Talent from:  
(last 12 months)

King	12
SocialPoint	7
Playtika	5
Miniclip	5
Rovio	4

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	25%
Engineering	17%
IT	15%
Product Management	7%
Quality Assurance	4%

Most hires by location  
(last 12 months)

Barcelona	134
London	22
Tel Aviv District	11
Sevilla	8
Lisbon	5



1,419 employees  
(in EMEA)  
  
+23% YoY growth

5% Attrition  
(employees leaving in  
last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

King	1
Scopely	1
Woven	1
Little Zoo Studio	1

Hired Talent from:  
(last 12 months)

King	7
Rovio	7
Wolt	4
Unity	4
Remedy	4

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Engineering	18%
Art and Design	15%
IT	7%
Operations	6%
Marketing	5%

Most hires by location  
(last 12 months)

Helsinki	120
London	22
Iraq	7
Paris	7
Kenya	6



1,272 employees  
(in EMEA)  
  
-5% YoY growth

11% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Whalo	4
BrainRocket	3
Bright Data	2
Growe	2
Gameloft	2

Hired Talent from:  
(last 12 months)

Playtika	3
Vira Games	2
Moon Active	2
Fractured Byte	2
EPAM Systems	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	24%
Art and Design	24%
IT	12%
Marketing	5%
Human Resources	5%

Most hires by location  
(last 12 months)

Ukraine	48
Warsaw	8
Tel Aviv District	8
Wroclaw	5
Center District	3

# playrix

1,229 employees  
(in EMEA)

-19% YoY growth

33% Attrition  
(employees leaving in  
last 12 months)

## Talent Flows

Lost talent to:  
(last 12 months)

Glera Games	8
FluytStudio	6
Banco Plata	6
Wargaming	5
Scorewarrior	3

Hired Talent from:  
(last 12 months)

Boolat Play	7
ZAGRAVA	6
Playtika	4
Home Games	4
Moon Active	4

## Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	35%
Engineering	25%
IT	8%
Quality Assurance	7%
Human Resources	7%

Most hires by location  
(last 12 months)

Ukraine	36
Serbia	25
Russia	15
Warsaw	11
Cyprus	9

# Voodoo

**818** employees (in  
EMEA)

+10% YoY growth

**26%** Attrition  
(employees leaving in  
last 12 months)

## Talent Flows

Lost talent to:  
(last 12 months)

Scopely	3
King	2
TapNation	2
Quiet	2
CrazyLabs	2

Hired Talent from:  
(last 12 months)

Moon Active	6
Unity	5
Miniclip	5
King	4
Playtika	4

## Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	28%
Art and Design	21%
IT	11%
Marketing	6%
Operations	5%

Most hires by location  
(last 12 months)

Paris	122
Istanbul	17
Barcelona	12
Warsaw	10
London	9



622 employees (in  
EMEA)

+2% YoY growth

10% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Scopely	5
Voodoo	4
SYBO	2
Evolution	2
Sage	1

Hired Talent from:  
(last 12 months)

Kwalee	2
Hutch	2
TapNation	2
SYBO	1
Gifi	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	27%
Art and Design	16%
IT	12%
Business Development	6%
Product Management	4%

Most hires by location  
(last 12 months)

Lisbon	31
London	19
Izmir	6
Genoa	2
Istanbul	2



565 employees (in EMEA)  
-5% YoY growth

15% Attrition  
(employees leaving in last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Tripledote Studios	4
Guli Games	3
Nexters	2
SayGames	2
G5 Games	1

Hired Talent from:  
(last 12 months)

Glera Games	8
Moon Active	3
Playtika	2
Playrix	1
Epic Star Games	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	38%
Engineering	28%
IT	10%
Quality Assurance	4%
Media and Comms	3%

Most hires by location  
(last 12 months)

Belarus	32
Lithuania	5
Serbia	2
Ukraine	2
Istanbul	2



542 employees (in EMEA)  
+15% YoY growth

13% Attrition  
(employees leaving in last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Scopely	2
Playtika	1
PAPAYA	1
RealPlay	1
AdMaven	1

Hired Talent from:  
(last 12 months)

Moon Active	4
Playtika	3
Funcom	3
Playtrix	2
Lineup Games	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	32%
Engineering	18%
IT	10%
Quality Assurance	6%
Product Management	5%

Most hires by location  
(last 12 months)

Tel Aviv District	81
Romania	24
Center District	11
Haifa District	3
South District	3



530 employees (in  
EMEA)

-3% YoY growth

20% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Supercell	6
Kuuasema	5
Metacore	4
Small Giant Games	4
Scopely	3

Hired Talent from:  
(last 12 months)

BoomBit	3
Sandsoft	2
Scopely	2
Noice	2
Supercell	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	25%
Engineering	20%
Marketing	11%
IT	10%
Media and Comms	5%

Most hires by location  
(last 12 months)

Helsinki	24
Barcelona	16
Izmir	12
Stockholm	7
Copenhagen	3



500 employees (in EMEA)  
+4% YoY growth

14% Attrition  
(employees leaving in last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

RubyPlay	2
Tripledote Studios	2
Scania Group	2
Rovio	1
Scopely	1

Hired Talent from:  
(last 12 months)

Outplay	2
Tappx	2
HP	2
Rovio	1
Scopely	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	27%
Art and Design	23%
Product Management	8%
Marketing	6%
Operations	5%

Most hires by location  
(last 12 months)

Barcelona	44
London	7
Ukraine	5
Gdansk	5
Cracow	5



447 employees  
(in EMEA)  
+2% YoY growth

9% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Playtika	1
Amigo Games	1
SuperPlay	1
Sunday	1
Candivore	1

Hired Talent from:  
(last 12 months)

Playtika	4
Beach Bum	3
EY	2
Moon Active	2
Unity	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	30%
Art and Design	18%
Product Management	9%
IT	8%
Marketing	7%

Most hires by location  
(last 12 months)

Tel Aviv District	29
Ukraine	6
Center District	4
Istanbul	2
Haifa District	2



414 employees  
(in EMEA)  
-2% YoY growth

10% Attrition  
(employees leaving in  
last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

Burny Games	2
Enjoy Gaming	1
RetroStyle Games	1
QS Games	1
Lesta Games	1

Hired Talent from:  
(last 12 months)

ZAGRAVA	2
SnoopGames	2
Playrix	1
Highcore Games	1
G5 Entertainment	1

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Art and Design	61%
Engineering	19%
IT	5%
Product Management	4%
Human Resources	3%

Most hires by location  
(last 12 months)

Ukraine	16
Serbia	3
Warsaw	1
Cyprus	1
Wroclaw	1



407 employees (in  
EMEA)

+30% YoY growth

9% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Grand Games	4
Wonder Games	2
Circle Games	2
Mindtail Games	1
Miniclip	1

Hired Talent from:  
(last 12 months)

Aselsan	4
Walt Disney Co.	2
Trendyol Games	2
Codeway	2
Rollic	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	29%
Engineering	19%
Sales	7%
HR	6%
Marketing	6%

Most hires by location  
(last 12 months)

Istanbul	93
London	20
Izmir	3
Ankara	1
Manchester	1



390 employees (in  
EMEA)

-2% YoY growth

13% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

bragg	3
Sportradar	2
Holyday Studios	1
Fusebox Games	1
Yodo1 Games	1

Hired Talent from:  
(last 12 months)

NLB	2
Matchday	1
Voodoo	1
Nitro Games	1
Homa	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	29%
Art and Design	21%
Media and Comms	10%
Marketing	6%
IT	5%

Most hires by location  
(last 12 months)

Ljubljana	16
Maribor	3
Slovakia	2
Cyprus	1
Serbia	1



390 employees (in  
EMEA)

+23% YoY growth

11% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Appodeal	1
Supercell	1
Voodoo	1
Plummy Games	1
Fortis Games	1

Hired Talent from:  
(last 12 months)

VIZOR	4
Playtika	3
Moon Active	3
AppLovin	2
Appsyoullove	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	29%
Art and Design	24%
IT	7%
Human Resources	6%
Marketing	6%

Most hires by location  
(last 12 months)

London	24
Warsaw	23
Belarus	21
Barcelona	6
Berlin	5



389 employees (in  
EMEA)

-2% YoY growth

19% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

RealPlay	3
Monday.com	2
Navan	2
Whalo	2
Moon Active	1

Hired Talent from:  
(last 12 months)

Playtika	4
Moon Active	3
Unity	2
Align Technology	2
Plarium	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	18%
Art and Design	15%
IT	10%
Research	8%
Marketing	7%

Most hires by location  
(last 12 months)

Tel Aviv District	34
Warsaw	9
Center District	8
Ghana	1
London	1



385 employees (in  
EMEA)

+3% YoY growth

17% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Scopely	2
Voodoo	2
OUTFIT7	1
CrazyLabs	1
Kolibri Games	1

Hired Talent from:  
(last 12 months)

Moon Active	7
Panteon	1
Supercell	1
Zynga	1
Hutch	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Operations	16%
Engineering	15%
Art and Design	12%
Marketing	4%
Product Management	4%

Most hires by location  
(last 12 months)

Paris	17
Iran	8
Egypt	4
UAE	4
Istanbul	4



335 employees (in EMEA)  
-0.3% YoY growth

11% Attrition  
(employees leaving in last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

GameCode	2
Tripledot Studios	1
Jagex	1
Homa	1
Voodoo	1

Hired Talent from:  
(last 12 months)

Rovio	1
Playtika	1
Scopely	1
SuperScale	1
Groupon	1

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Engineering	29%
Art and Design	10%
IT	8%
Quality Assurance	5%
Accounting	4%

Most hires by location  
(last 12 months)

Warsaw	20
Szczecin	3
Hamberg	2
Tel Aviv District	1
Berlin	1



**318** employees (in  
EMEA)

+21% YoY growth

**14%** Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Sorrel Games	2
SYBO	1
Supercell	1
Paxie Games	1
Loom Games	1

Hired Talent from:  
(last 12 months)

SocialPoint	2
Libra Software	2
Gram Games	2
Paxie Games	1
Ace Games	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Engineering	18%
Art and Design	17%
Sales	12%
Marketing	10%
IT	6%

Most hires by location  
(last 12 months)

Istanbul	11
Barcelona	11
Paris	9
London	6



314 employees (in  
EMEA)

-5% YoY growth

27% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Nexters	2
Last Level	2
Say Games	2
DragonFly Studio	2
FreePlay	2

Hired Talent from:  
(last 12 months)

Wargaming	5
MY.GAMES	4
Playrix	3
Glera Games	3
Playkot	2

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	32%
Engineering	25%
Project Management	6%
Media and Comms	5%
IT	5%

Most hires by location  
(last 12 months)

Serbia	19
Russia	19
Cyrus	11
Belarus	8
UAE	5



314 employees (in EMEA)  
-0.3% YoY growth

12% Attrition  
(employees leaving in last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

Scopely	7
Zynga	2
Bluetile	2
Rovio	1
Supercell	1

Hired Talent from:  
(last 12 months)

Rovio	2
Playtika	2
Scopely	1
CrazyLabs	1
Sandsoft	1

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Engineering	31%
Art and Design	30%
IT	9%
Operations	6%
Product Management	5%

Most hires by location  
(last 12 months)

Barcelona	18
Terrassa	1
Milan	1
Tel Aviv District	1
Czestochowa	1



311 employees (in EMEA)  
+5% YoY growth

10% Attrition  
(employees leaving in last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

Microsoft	3
UserWise	2
CrazyLabs	1
Chess.com	1
Ajna Gaming	1

Hired Talent from:  
(last 12 months)

Microsoft	2
FIS	2
Ubisoft	1
Hora Games	1
TomTom	1

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Engineering	33%
Art and Design	24%
IT	7%
Human Resources	5%
Marketing	5%

Most hires by location  
(last 12 months)

Serbia	39
--------	----



291 employees (in  
EMEA)

-16% YoY growth

29% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Matacore	4
Remote	3
Twin Harbour Games	2
JustPlay	2
Klang Games	2

Hired Talent from:  
(last 12 months)

Wargaming	2
Remote	1
Kolibri Games	1
The Pokemon Co.	1
Whatwapp	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	31%
Engineering	21%
IT	9%
Media and Comms	7%
Marketing	6%

Most hires by location  
(last 12 months)

Berlin	25
Romania	2
London	1



284 employees (in EMEA)  
+6% YoY growth

7% Attrition  
(employees leaving in last 12 months)

**Talent Flows**

Lost talent to:  
(last 12 months)

Room 8 Group	1
Hostinger	1
EASYWIN	1
Google	1
Flo Health	1

Hired Talent from:  
(last 12 months)

Moon Active	2
Room 8 Group	1
Glera Games	1
TutoTOONS	1
Carry1st	1

**Talent Intelligence**

Most popular functions:  
(by percentage of workforce)

Art and Design	44%
Engineering	25%
Quality Assurance	9%
IT	4%
Marketing	4%

Most hires by location  
(last 12 months)

Lithuania	20
Ukraine	4
Warsaw	2
Barcelona	1
Latvia	1



272 employees (in  
EMEA)

+5% YoY growth

12% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Voodoo	2
Fun Crafters	1
Yggdrasil Gaming	1
ZEN.COM	1
Vstorm	1

Hired Talent from:  
(last 12 months)

Infermedica	2
Voodoo	1
Fun Crafters	1
Super Evil Megacorp	1
Reality Games	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	32%
Engineering	20%
Quality Assurance	7%
Product Management	6%
Human Resources	6%

Most hires by location  
(last 12 months)

Wroclaw	38
Warsaw	1
Gdansk	1
Cracow	1
Barcelona	1



210 employees (in  
EMEA)

-5% YoY growth

18% Attrition  
(employees leaving in  
last 12 months)

### Talent Flows

Lost talent to:  
(last 12 months)

Formalize	2
Hi Rasmus	2
PortalOne	1
CrazyLabs	1
Mindtail Games	1

Hired Talent from:  
(last 12 months)

SYBO	2
Panteon	1
Revel Games	1
Peak	1
Dream Games	1

### Talent Intelligence

Most popular functions:  
(by percentage of workforce)

Art and Design	30%
Engineering	28%
Quality Assurance	7%
IT	6%
Product Management	6%

Most hires by location  
(last 12 months)

Copenhagen	14
Malmö	2
Istanbul	1
Paris	1
Romania	1

