
Try your company profile on videoga.me

You can update your company's story, artwork, games, links and offices, then preview and publish the result. Please try it on your usual computer or phone and tell us what feels confusing or gets in your way.

Try this first: claim access, save a description and logo, preview, publish, and check your public profile. Allow time for us to review the claim before you can edit. You can return to the profile later to make more changes.

Claim your company

1. [Create an account](#) or [sign in](#), then verify your account email. A work email helps us confirm your connection.
2. [Find your company](#), open its profile and choose **Claim this company**.
3. Enter your role and explain how we can independently confirm that you may represent the company. An official page or a way to verify your authority helps. Use at least 30 characters; leave out passwords, identity documents and confidential information.
4. Choose **Request company access**. Check [Organizations](#) for the request's status and review note. We review the request before granting access.

If someone already manages your company, ask them for an invitation instead. If the company is missing, [contact us](#) with its name and official website.

Edit, preview and publish

1. After approval, open [Organizations](#) and choose **Manage profile & team**.
2. Add your bio and description, website and careers page. Use **Change company logo** or **Change company banner** to choose and upload an image. Optional sections let you feature games, add social links and list offices. For game artwork, select a file and choose **Upload artwork** or **Replace artwork**.
3. Choose **Save draft** to keep your work private. **Preview changes** → also saves the draft and shows how it will look. Use **Back to editing** if needed.
4. Choose **Publish changes** → when ready. The profile changes become public immediately. Choose **View public profile** to check and share the result.

A description is required to publish, with a 5,000-character limit and simple Markdown support. Images can be JPEG, PNG or WebP up to 12 MB each. Suggested sizes: logo at least 512 × 512, cover 1600 × 500, game artwork 600 × 800 pixels. You can feature twelve games and list ten offices. Uploading an image alone does not save the profile or publish it.

If a teammate changes the draft while you work, reload and review the latest version before continuing.

Invite someone to help

Owners can invite admins or editors; admins can invite editors. All three roles can edit and publish the company profile, so invite people you trust to do that.

Under **Your team**, enter their email and choose **Create invitation**, then copy and privately send them the invitation link. No invitation email is sent automatically. It expires after seven days. They must sign in with that same verified email and choose **Accept invitation**. If asked to sign in again for a team action, sign out and back in, then retry within 30 minutes.

What about jobs?

This pilot covers company profiles. The editor can connect published offices to existing jobs, but it does not yet let you post, edit or remove job listings. Profile edits do not change a job's description, application link, location or availability. For a correction, duplicate or closed role, [send us the job's page address and the change](#).

Tell us how it went

Please try claiming access, changing the description and an image, previewing, publishing, checking the public page and inviting a teammate if useful.

Send feedback to the person who invited you to try VGME, or use [Contact us](#). Include the page address, what you tried, what happened and your browser/device. Screenshots help; keep private invitation links and account details out of public feedback.