
HIRING AN INTERNATIONAL WORKFORCE



If you've been on the fence about hiring international employees or felt it might pose too much of an administrative burden, we wanted to share some resources on few service providers that will keep you competitive on the recruiting front and cut through red tape.

Remote work became global movement before the pandemic, and it has significantly accelerated since. The game studios that have embraced employing a distributed team have not had to sacrifice company performance. They've benefited from decreased costs, lower environmental impacts, increased employee productivity and the ability to hire qualified talent from anywhere.

Hiring a remote worker outside the United States needs to be done the right way. In years past, a company needed to open a local entity to hire an employee in another country – this took a lot of time and came with a lot of financial risk, along with the ongoing payroll and HR admin.

Fortunately, there are several 'Employer of Record' services that offer streamlined services to hire employees on your behalf, handle payroll, expenses, benefits, compliance, etc.

If you're interested in expanding the talent pool and gaining a competitive edge, here are a few options to consider:

- » [Deel \(www.deel.com\)](http://www.deel.com)
- » [Remote \(www.remote.com\)](http://www.remote.com)
- » [Rippling \(www.rippling.com\)](http://www.rippling.com)
- » [Pilot \(www.pilot.co\)](http://www.pilot.co)
- » [Gusto \(www.gusto.com\)](http://www.gusto.com)

