



SOFTWARE ENGINEER

Video Game Engineering is intellectually demanding work. Our software engineers are faced with daily challenges that involve physics (from collision detection to complex physical reactions), advanced rendering techniques (from complex 3D math to hardware shading), artificial intelligence (from path finding to scripting), optimizations (from complex algorithms to hardware specific changes) and more. We need your help to come up with creative solutions.

Specifically, we are seeking Software Engineers who will be responsible for writing specific or multi-purpose code for areas such as:

Game Mechanics -- Gameplay, AI, player control, animation systems, physics, and scripting systems

Core Engine -- Graphical rendering, networking, user interface, memory & performance optimization on cutting edge computer hardware

Tools and Libraries -- World editors, video & audio tools, software performance analysis systems, database systems, and general purpose game development libraries

Online (front end) -- Web architecture, browser game, and feature development

Online (back end) -- Server development, deployment, and maintenance; network security

QUALIFICATIONS:

- Demonstrated knowledge of good software engineering practices
- Good communication and writing skills
- Excellent problem solving skills
- Strong math skills
- Demonstrate continuous learning and growth
- Self-starter who can work with others in a team-oriented environment as well as independently
- Ability to adapt to quickly changing project requirements and continuous feedback

For Game Mechanics, Core Engine, Tools and Libraries:

- C++
- Object oriented design & implementation
- C, Assembly and C# also helpful
- Multithreaded processing

For Online (front end)

- Java, Javascript, Flash

For Online (back end)

- Web frameworks, relational databases, REST/SOAP, Java/Scala



DESIGNER

Do you find yourself dreaming about making games and getting paid to do it? Do you have "change the world" ideas about games and yearn to be part of a team that plans on changing the future of entertainment? If you answered yes to any of these questions, read on!

As a Designer at EA, your role will be creative and multi-faceted as you help us build the next generation of our games!

RESPONSIBILITIES:

- Partner with Development Director and development team (Artists, Engineers, QA, Designers, and other Production staff) to ensure on-time, high quality delivery of various features

QUALIFICATIONS:

- Demonstrated ability to partner and influence various constituencies through all phases of the product development process, from pre-production to shipment
- Proven developer of talent, both creative and administrative
- Passion for gaming
- Understanding of issues facing various types of gameplay, artistic and technical considerations, and the ability to forecast the ramifications of decisions made during the concept/pre-production phase
- Strong written communication and presentation skills
- Experienced at pitching concepts and working with marketing partners to construct viable and marketable titles
- Demonstrate continuous learning and growth
- Ability to adapt to quickly changing project requirements and continuous feedback

ADDITIONAL QUALIFICATIONS:

- Personal or classroom project experience developing games a plus
- Experience with and understanding of player communities and their impact on gameplay and development
- Gamer with varied background of game playing, both video games and other forms of entertainment
- Ability to develop design for the online community experience, not just the game itself

EDUCATION:

- MUST be ENROLLED in a Bachelor or Master's program at an accredited university.



TECHNICAL ARTIST

The Technical Artist is expected to be the bridge between Artists and Engineers. Individuals in this role are proactive problem solvers who demonstrate creativity and respect for aesthetics. Candidates can be from an Art, Design, Mathematics, Engineering or Science background; however they must demonstrate a comfort level in working with both art and science. While working with Programming/Technical staff, the Technical Artist ensures that CG assets are easily integrated into the game engine without sacrificing artistic integrity.

Technical Artists will be expected to learn/understand how gameplay and architecture issues can affect content creation and successfully develop workflows to compensate for such limitations on artistic content.

RESPONSIBILITIES:

- Develop solutions to various production problems in the CG pipelines
- Coordinate with appropriate EA studio to ensure that his/her team is aware of other proprietary tools and that his/her team always has up to date versions
- Build basic to intermediate level of complexity character rigs; skins/binds models to skeletons
- Build basic CG Dynamics systems
- Debug skeletons, models, shaders
- Communicate technical concepts
- Produce and integrate art assets where necessary
- Write basic to intermediate level scripts and expressions within a CG package (i.e. Mel) to improve efficiency of various artist tasks
- Build stability management

QUALIFICATIONS:

- Work on production team in various stages of modeling, texturing and lighting
- Write complex DOS/Unix scripts and experience with XML is a plus
- Experience in problem solving CG issues
- Work examples that show creative solutions to technical challenges and limitations
- Must have entry to intermediate level of experience in working with CG oriented programming languages
- C# experience highly desirable
- Demonstrate continuous learning and growth
- Ability to adapt to quickly changing project requirements and continuous feedback

ADDITIONAL QUALIFICATIONS:

- Understanding of compression, computer/game hardware, next generation hardware, particle systems, character skeletons, image manipulation tools, command line systems, inverse and forward kinematics, shader systems, lighting, 1 or more 3D packages (Maya preferred)
- Knowledge of the following Real Time systems: Rendering, dynamics, AI, EA APIs, FTP
- Ability to visually communicate ideas through use of non-computer mediums

EDUCATION:

- Enrolled in Bachelors/Masters/PhD in Computer Science, Digital Media Design, Fine Arts, Graphic Arts, Entertainment Technology or Majors that overlap with the above



ONLINE SOFTWARE ENGINEER

EA's Online Group is focused on providing a web services platform and infrastructure for e-commerce, customer identity and other core services for Electronic Arts online games and applications. We work closely with all EA game studios and business units to support online gaming and e-commerce across numerous platforms (Xbox 360, PS3, PC, PSP, Wii, Web). As a member of the Online Group, you will work on challenging projects by designing and implementing services and infrastructure supporting our critically acclaimed games. If you have a passion for coding and video games, you'll find the perfect blend in the EA Online Group.

The Software Engineer I – Online Group will have a broad range of responsibilities involving all aspects of the software development lifecycle. The software engineer will participate within the Online Group building services and infrastructure to the highest technical standards used by EA's newest and most demanding games and e-commerce applications.

Reporting: Position reports to Manager - Software Development

RESPONSIBILITIES:

- Develop and maintain complex web services as part of the Online Group's service platform
- Develop and maintain web applications, tools, and infrastructure supporting EA's Online Group initiatives
- Participate in projects from start to finish. Help define and refine use cases, do design, write code, write tests, help to release, and debug and maintain the code base
- Collaborate with other engineers to create complex systems and services and to ensure robust technical designs and high quality code
- Collaborate with Quality Assurance Engineers to ensure delivery of high quality code that meets and exceeds customer expectations with very low defects
- Work with EA publishing, game studios and third-party developers to develop and integrate new services, and to maintain and enhance existing services
- Provide a high level of customer support to business and technical customers utilizing EA Online Group services and infrastructure

QUALIFICATIONS:

- Degree in Computer Science or equivalent
- Substantial understanding of software engineering practices and object oriented design principles
- 1 year of Internet/Web industry experience or relevant university project experience
- Strong knowledge and practical experience with the Java programming language and related tools (Spring, Hibernate, JUnit, Maven, etc...)
- Familiar with multithreading techniques and synchronization
- Experience with relational databases (Oracle preferred), SQL, and JDBC
- Experience with HTML, JSP's, servlets and web framework technologies such as Struts, Tapestry, or GWT
- Understanding of quality assurance, unit testing, and regression testing
- Working knowledge of UNIX (Solaris and Linux) environments

ADDITIONAL QUALIFICATIONS:

- Exceptional analytical and creative problem solving skills; solution oriented individual
- Excellent oral and written communication skills; polished professional; communicates with impact
- Strong desire to work collaboratively within a team and hand in hand with customers
- Disciplined self-starter with strong attention to detail
- Strives for excellence - executes flawlessly
- Strong desire to learn new skills, always seeking opportunities to grow
- Is flexible and agile - ability to adapt quickly and be effective in new situations – open to change
- Possesses passion, energy, enthusiasm to drive results; action oriented

VIEWS CHALLENGES AS OPPORTUNITIES; TENACIOUS AND FOCUSED



SOFTWARE QUALITY ASSURANCE ENGINEER

Looking to get into the game industry? Then this is your chance! EA is seeking a highly motivated software engineer with exceptional skills. This candidate will be working on various aspects to ensure the quality of new games. The person in this role will perform requirements based testing, unit testing, integration testing and work with test leads to develop and execute some automated or manual test tools. Use of debugging tools is also required. The person in this role will work closely with test leads and development teams to continually evaluate and improve the software development process. The candidate must be able to write and understand object oriented code, and must be a team player and enjoy working on a game from inception to completion. Must have excellent communication skills and have a passion for playing and making great games.

RESPONSIBILITIES:

- Complete assigned projects in an accurate, robust, and well-tested manner
- Provide accurate metrics on found and fixed defects
- Provide regular feedback to engineering leads and managers
- Participate in code review of peers
- Adhere to good programming practices and coding standards
- Attend and contribute productively to meetings, as required

QUALIFICATIONS:

- Degree in Computer Science or Software Engineering
- Strong background in C++ (2+ years) and object oriented languages
- Excellent communication skills
- Must be a strong problem solver

ADDITIONAL QUALIFICATIONS:

- Experience with revision control system
- Experience with Visual Studio
- Experience with C#
- Experience working in a tight memory-constraint environment
- Formal experience in Quality Assurance



BUSINESS ANALYST, ANALYTICS

The Business Analyst Intern will work with EA central teams (IT, BI, Consumer Marketing) and EAGL (development and marketing) teams to drive data backed decision making. During the internship, the Business Analyst Intern will work on a number of initiatives to drive key EAGL analytics projects and objectives forward.

RESPONSIBILITIES:

- Drive various analytics related initiatives at a company level by working closely with central teams (IT, CRM, Online producers etc)
- Interface with business users to define standard and ad-hoc reporting to track and drive various EAGL strategies and initiatives
- Communicate results to an audience that includes label executives, marketing and development teams. Validate the accuracy of the data and the ensure business requirements are met
- Partner with product marketing and development teams to ensure implementation of these programs
- Mine the data to spot interesting trends and suggest actionable marketing programs or product features
- Evangelize use of data throughout the organization

QUALIFICATIONS:

- Familiarity with BI tools (e.g., MicroStrategy, TeraData, SAS etc) and CRM.
- High level understanding of database concepts required
- MBA candidate
- Bachelor's degree in a quantitative field – Math, Statistics, Engineering - preferred

ADDITIONAL QUALIFICATIONS:

- Experience in similar or related role preferred

Attention to detail and ability to navigate organizational hurdles