

# FIFA HD Team – Software Engineer

**Title:**FIFA HD Team – Software Engineer Internship

**Location:**Romania - Bucharest

**Contract Type:** Temporary

- April – June – Part time working hours (flexible and to be confirmed)
- July – September – Full time working schedule

## **About EA:**

ENTERTAINING IS OUR PASSION

EA was founded over 30 years ago by individuals with a deep passion for making games. Many things have changed over the years as the gaming industry—and the company—has expanded immensely, but we are still driven by the same passion for developing, publishing, and distributing the world’s best games.

Gaming has come a long way from Pac-Man & Space Invaders to modern EA Favorites like Burnout, Battlefield, Mercenaries, Dead Space, Spore, FIFA, Madden, Need for Speed and the world’s most successful game franchise, The Sims. Fuelled by our talented staff at locations right across the Globe we are united in our passion to continue shaping the future of interactive entertainment. Together we can make a difference.

### **About EA Sports and FIFA team**

EA SPORTS is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs and cross-platform digital experiences. EA SPORTS creates connected experiences that ignite the emotion of sports through industry-leading sports videogames, including FIFA Soccer, Madden NFL football, NHL® hockey, NBA LIVE basketball, NCAA® Football, Tiger Woods PGA TOUR® golf, SSX, and Fight Night boxing. For more information about EA SPORTS, including news, video, blogs, forums and game apps, please visit [www.easports.com](http://www.easports.com).

FIFA Soccer is the most popular and best-selling sports video game in the world, winning more than 150 awards the past three years and selling more than 100 million units lifetime-to-date. Year after year, FIFA Soccer delivers unmatched emotion, quality and authenticity to millions of fans of “the beautiful game.” FIFA Soccer 12 was chosen Best Sports Game by E3 Game Critics for 2011 and once again will deliver the best sports experience no matter how or where you want to play.

## **Position Summary:**

Want to build up some solid work experiences in the game industry? You have come to the right place if you want to experience the breadth of what game industry has to offer before picking your path.

The Game Modes team, part of the FIFA HD team (PS3, Xbox360 and PC), is responsible for implementing and maintaining all the offline game modes (e.g. Career Mode, Tournament Mode, EASFC Matchday, Be A Pro). These game modes represent the different ways the users can experience the drama and emotion of “The Beautiful Game”.

One of our main responsibilities is to create the game’s interfaces and menus, thus determining the ways in which the players can interact with the game, what information is available to them and what the game looks and feels like. We are also responsible for improving and maintaining the game’s competition engine: simulating 30+ leagues

## FIFA HD Team – Software Engineer

from around the world (each with its' own schedule and rules) and managing the data for all the teams and players in the game.

Our engineers work closely with all the other game area teams developing the game. With the Audio team we work on creating realistic match commentary by providing context info (e.g. league position or historical rivalry); with the Presentation team we create elaborate match intro flows that closely resemble TV broadcasts; finally with the Data Collection team we collaborate on making sure that the player and team stats are always up to date with the latest transfers and form in order to obtain an authentic experience.

If you have a passion for software development in general and game development in particular then you are highly encouraged to apply with our team. We will give you the opportunity to build the foundation you need to excel at any game industry software engineering position in the future by seeing EA's approach for ensuring its games meet the highest possible software quality standards in the most efficient way.

### **Key Responsibilities:**

The Intern will assist in extending in building the game's interfaces and menus while working with the interface designers and producers.

They will also implement small changes to the underlying competition engine and assist in maintaining the legacy features that exist from previous iterations of the project by fixing any issues that arise.

They will need to understand and follow standard software engineering processes and best practices for requirements, design, implementation and testing.

This is a great opportunity to learn about the game development industry and experience the development lifecycle of a very large project.

### **Job Qualifications:**

#### **Mandatory Skills**

- Familiarity in OO design, algorithms and data structures
- Understanding of software engineering concepts, debugging processes and procedures
- Programming knowledge in C++
- Previous ActionScript experience is an advantage
- Previous Software development experience (including academic or home projects) is a plus
- Strong interpersonal and communication skills
- Analytical and problem solving skills
- Desire to learn and explore new technology and concepts

## FIFA HD Team – Software Engineer

### **Educational Requirements:**

- Studying for a Computer Science Degree, Computer Engineering Degree