

FIFA Mobile Team – Software Engineer

Title: FIFA Mobile 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.

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 front-end development group is responsible for implementing and maintaining the graphical user interfaces for our FIFA Soccer titles. These interfaces will determine the ways in which players can interact with the game, what information is available to them and what the game looks and feels like.

One of our main responsibilities is to allow for multiple iterations of the game's interface, allowing designers to prototype and test various ideas and see how both new and experienced players interact with the game. To do this our front-end systems are required to be maintainable and highly modular to allow for changes without producing redundant code.

FIFA Mobile Team – Software Engineer

Our engineers work closely with all of the other groups developing the game. With designers we look at how the game feels and how the player can easily access all of the game's features; we work with our artist team to bring their vision to life and make our titles visually stunning; finally, we collaborate with our back-end development group to link the game's interface to the actual logic and systems behind it.

If you have a passion for building rich interactive software then you are highly encouraged to apply with our group. 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. Knowledge and interest in interface development and design is desirable.

Key Responsibilities:

- The Intern engineer will assist in building the game's interfaces while working with designers, artists and back-end engineers.
- They will implement or adjust interface systems or components while ensuring compatibility with a wide variety of interface resolution.
- The intern engineer will implement interface components to allow for the localization of the game in a wide variety of languages.
- 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 cutting-edge industry tools, and experiences the development lifecycle of a large array of gaming devices.

Job Qualifications:

Mandatory Skills

- Familiarity in OO design, algorithms and data structures
- Understanding of software engineering concepts, debugging processes and procedures
- Software development experience
- ActionScript code reading and writing
- Demonstrated programming skills in one of the following: ActionScript, JavaScript, Java, C# or C++
- Interpersonal and communication skills
- Analytical and problem solving skills

Educational Requirements:

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- Studying for a Computer Science Degree, Computer Engineering Degree