

New Graduates: Software Engineer - Platforms

It's not easy building the world's best digital playground. It's hair-standing-up-on-end-exhilarating. It's down-in-the-trenches-challenging. It's stroke-of-brilliance-at-midnight creative. It's you—taking risks, challenging yourself, pursuing ideas, changing the way millions of people do something they love: Play.

We're EA—we've been making games for decades but you wouldn't know that walking through our studios. We're still buzzing with the same innovative spirit we began with, though we've learned enough to earn our rank as a leading developer, publisher and distributor of the world's best games. What began as a small group of people determined to "put real life in a box" has become a 8,000-people strong, worldwide organization delivering on that very dream. If you've played The Sims 3 lately, you know exactly what we mean. And if you've played Battlefield 3, maybe you'd say that we've done real life one better.

Whether you're plotting a course for SpyMouse on your mobile or your palms are sweaty from clutching your controller during intense games of FIFA 12, chances are you've played an EA game. And if you haven't, well, what are you waiting for? In an industry that's changing every day—whether it's through new social channels, advancing technology, new audiences or unique opportunities for monetization—EA is positioned for growth thanks to smart business plans, strategic acquisitions, and most importantly, our creative people around the world who gather each day to unite the world through play. We take that last part very seriously, so if what you're reading excites you as much as it does us, we invite you to get to know us better.

Software Engineer - Digital Platforms

Do you love to code? Do you spend time in - and out - of the classroom honing your craft? Will you create the next great consumer platform environment? An EA Platform Engineer works as part of a team of software engineers to develop and support online applications and services in order to build, maintain and enhance high-quality online applications.

Skills required:

- Working toward a BS/MS in Computer Science required
- Strong Analytical Problem Solving Skill
- Solid computer science background including Algorithm, Data Structure, Operation System etc.
- Ability to quickly learn complexity system and new technologies
- Passion about customer, partners and quality
- Deep Experience with C#/Java/C++ development.
- Experience in testing large scale distributed online services is big plus
- Experience with large distributed database design is preferred

New Grads at EA

What does the future of EA look like? You. At EA, the talent coming straight from campus is the talent that will design the next epic MMO battle, broker the next strategic partnership, and market to the next generation of gamers. And we have the infrastructure in place to put you on that path. You will join a new grad community of creative, inquisitive, strategic, smart minds. You will have exposure to the leaders who drive our business – not via a passing introduction, but by working alongside them. You will have the platform from which to explore this knows-no-bounds organization – and you will go beyond watching the work get done; to take ownership, develop critical skills and make a measurable impact. You'll experience it all from one of our many amazing studios around the world including the Bay Area, Los Angeles, Austin, Orlando, Fairfax, Salt Lake City, Vancouver, Montreal and Stockholm, to name a few. Want to be an EA new grad? We certainly want to hear from you!

To be eligible for a 2012 New Grad positions, applicants must have graduated from a bachelor and/or master degree program within one year of application. So that we may make the best match for you based on skills, location, teams, and disciplines, please fill out an EA profile in addition to your application at www.jobs.ea.com.