

Stellenangebot vom 24.04.2024

Software Engineer III

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	Köln
Land:	Deutschland

Firmendaten

Firma:	Electronic Arts
Straße & Hausnummer:	Im Zollhafen 15-17
PLZ / Ort:	50678 Köln



Ansprechpartner

Name:	Rajveer Kothari
Position:	
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Job-Beschreibung

We are a global team of creators, storytellers, technologists, experience originators, innovators and so much more. We believe amazing games and experiences start with teams as diverse as the players and communities we serve. At Electronic Arts, the only limit is your imagination.

This role is a hybrid role, based 2 days a week on site, in our office based in Germany.

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Our Creators team is focused on leading the strategy and implementation of technical projects/experiences that allow our players to create and connect deeper with our franchises, both in and out of the game. These projects span digital touchpoints where players create or

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consume content, including in-game tools and new web platform experiences.

We are building the evolution of EA's web platform and are looking for a Software Engineer to join our team. We are distributed across North America and Europe and we support remote and hybrid work.

Summary

As a Software Engineer, you will be a part of the Ventures Creator organization where you will report to a Technical Director and will help develop web experiences using bleeding edge technology.

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Responsibilities

- You will collaborate with the Creators leadership team to translate wireframes and mockups into functional, scalable web experiences.
- You will develop and implement UI components using HTML, CSS, and TypeScript.
- You will develop and implement backend services using TypeScript and Next.js.
- You will develop and implement RESTful APIs.
- You will conduct testing and debugging of web applications to ensure performance and cross-browser compatibility.
- Improve existing codebase to enhance performance and maintainability.
- Help with mentoring junior developers in the team

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Qualifications

Technical skills

- 4+ years experience working with modern web technologies like React, NextJS, GraphQL, and NodeJS with an understanding of their core principles and best practices.
- Knowledge and exposure using CI/CD
- Experience with version control systems (e.g., Git) and software development principles (e.g., Agile, Scrum).
- Experience with testing frameworks and libraries (e.g., Jest, React Testing Library).
- Exposure to developing for cloud environments (AWS or others)
- Exposure and interest in emerging technologies such as GenerativeAI, Computer Vision or Web3 is a bonus.
- Bachelor's degree in Computer Science, Web Development, or a related field (or equivalent work experience).

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