Job Posting: 2971 - Position: Associate Software Developer Co-op: FIFA Ultimate Team

Co-op Work Term Posted:	Spring
Application Deadline	09/25 11:59 PM
Application Method:	Career Bridge
Posting Goes Live:	09/25 3:45 PM
Job Posting Status:	Expired

Company Information

Organization	Electronic Arts Canada
Salutation	Ms.
Job Contact First Name	Jane
Job Contact Last Name	Doe
Contact Title	University Relations Specialist
Address Line One	1234 Stanley, 6e étage
City	Montreal
Postal Code / Zip Code	T1K 3M4
Country	Canada

Job Posting Information

Term Posted	Spring
Job Title	Associate Software Developer Co-op: FIFA Ultimate Team
Duration	4-16 Months
Job Location	Vancouver/Burnaby, BC
Job Description	

Position Overview

The latest generation of consoles and growth of broadband internet connectivity has changed the way people play games. Where gaming used to be a more solitary experience it has now become expected for most games to include a significant online experience. People are playing cooperatively with or competitively against other gamers from all over the world, climbing leaderboards, joining clans, sharing content, comparing stats, and showing off achievements.

FIFA Ultimate team (FUT) is the most popular mode in FIFA generating billions of requests per day. The FUT transfer market handles tens of thousands of searches per second. Our application servers can handle tens of thousands of requests per second per server instance all of which is contained on 1000's of servers within the infrastructure.

Job Requirements

Technical Qualifications

- Working towards a B.Sc. in Computer Science or related field
- Strong working knowledge of C++

- Experience in object-oriented design and implementation.
- Demonstrated knowledge of good software engineering practices.
- Knowledge of memory management, multiple processor use, and runtime optimization.
- Knowledge of HTTP communication and RESTful services
- Knowledge of source code management: CVS, Subversion, Git and/or Perforce.
- Knowledge of how to use a debugger to solve complex problems
- Experience with other programming languages (C#, Java, Flash, Action Script 3) and platforms (tablets, game console) is a major plus.

Additional Qualifications:

- Excellent verbal and written communication skills.
- Ability to work in a dynamic and collaborative team environment.
- Excellent detail-oriented, problem solving skills.
- Ability to quickly learn and apply new concepts, principles and solutions.
- Dependability and commitment to projects/tasks.

Preferred Academic Level	Undergraduate
All Programs	No
Targeted Degrees and Disciplines	Bachelor of Management (BMGT) Bachelor of Science (BSC)
	Computer Science BMgt Computer Science BSc Mathematics
Projected Start Date	January 02 12:00 AM
Projected End Date	April 30 12:00 AM

Application Information

Additional Application Information

- **If you are interested in more than one position, you only need one cover letter for all positions. Please list all positions that you are applying to in the top right hand corner of your cover letter.**
- **Please indicate clearly whether you are available for a 8, 12 or 16 month term. Most positions are 4 or 8 months depending on your availability, but we do consider longer co-op terms if needed.**
- By submitting information for a job posting, you consent and authorize Electronic Arts Canada ("EAC") to seek, obtain and use references for the purposes of considering your application from third parties without any further notice to you.
- To apply you must have the legal right to work in Canada – copies of work permits may be requested for those that are not Canadian Citizens or Permanent Residents
- Relocation assistance will be provided to students hired into studios outside the location of their university.