



## Career Opportunities: Software Engineer/Developer (66781)

Requisition ID **66781** - Posted **08/27/2015** - **Regular** - **EA Mobile** - **Firemonkeys** - **Software Development** - **Melbourne** - **Victoria** - **Australia** - **Australia**

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Electronic Arts' Firemonkeys Studio in Melbourne, Australia is highly regarded throughout the industry as a leader in delivering high quality, engaging games on iOS and Android. We release new meaningful updates on a regular basis for our live mobile games such as Real Racing 3, The Sims FreePlay, Need for Speed Most Wanted, and more.

### The Team

The EA's Firemonkeys Cloudcell team maintains the server infrastructure for three live mobile titles. Our titles receive 100's of millions of requests each day from millions of players. As a member of Cloudcell, you'll be an integral to providing server-side features and live operations support for our game teams.

### The Role

We're looking for a highly talented and dedicated **Software Engineer/Developer** who thrives in fast paced, ever changing development environments. You will use your server-side development experience to implement and extend the Cloudcell API and ensure the live operations for our game teams run seamlessly in a best in class environment.

### Key responsibilities

- Design and build new micro services and online features in a divers set of technologies
- Enhance, maintain and support existing Cloudcell server code using PHP
- Reengineering our PHP solutions to transition them to new technologies stacks – We want to move to latest and greatest technologies!
- Using a multi-tier application stack, and knowing which component is a great fit for a particular feature. We use Linux, Nginx, PHP-FPM, MySQL, Redis, and Memcache
- Helping client-side developers write effective and efficient server-side code
- Working within a small, motivated team and communicating effectively within that team as well as outwardly
- Providing rostered on-call support for live server operations

### Essential skills and experience

- 5+ years of professional programming experience
- Demonstrated experience working on large scale, high performance on-line systems is a must
- Excellent server programming skills
- Excellent understanding of MySQL query and index optimisation
- Excellent on-line engineering skills
- Likes designing clean and elegant software interfaces, as well as digging deep to optimise code
- Comfortable with multiplatform development environments
- Mentor junior engineers, and provide code review feedback

- Excellent problem solving skills
- Quickly able to pick up new technologies and paradigms
- Clear verbal and written communication style
- Ability to work within a schedule
- Ability to work as a member of a team in a very dynamic environment
- BS in Computer Science or equivalent work experience

The following would be highly regarded:

- Linux system administration skills would be advantageous
- Exposure to Node.js, Go (Golang), NoSQL and Graph Dbs, Kafka, Nginx, PHP-FPM, Redis, and Memcache is advantageous

**Some of the benefits of working with us include:**

- Free lunch!
- Beer o'clock Fridays
- Fully stocked games areas, table tennis, coffee machines, fresh fruit, casual dress code.. and MORE!

\*LI-MH1

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