



Career Opportunities: BioWare Edmonton: Lead Gameplay Programmer (39373)

Requisition ID **39373** - Posted **08/12/2015** - **Regular** - **EA Studios** - **BioWare** - **Software Development** - **Edmonton** - **Alberta** - **Canada** - **Americas**

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BioWare is a division of EA which crafts high quality multiplatform role-playing, MMO and strategy games, focused on emotionally engaging, rich stories with unforgettable characters and vast worlds to discover. Since 1995, BioWare has created some of the world's most critically acclaimed titles and franchises, including Baldur's Gate, NeverWinter Nights, Star Wars: Knights of the Old Republic, Jade Empire, Mass Effect and Dragon Age. BioWare currently operates in Edmonton (Alberta, Canada), Montreal (Quebec, Canada) and Austin (Texas).

BioWare's games have continually achieved critical and commercial success. All of our published titles are highly rated at www.gamerankings.com; in fact we have 6 games in the top 1% highest rated games of all time! In 2008, BioWare was acquired by Electronic Arts, a leading global interactive entertainment publisher. For more information on BioWare, visit www.bioware.com, or follow us on Twitter at www.twitter.com/bioware. To join the millions of fans already registered with the BioWare community, go to <http://social.bioware.com>.

Lead Programmers manage small teams of 4-6 programmers, ensuring focus on short term goals as well as mentorship and career planning in the long term. They are often versatile generalists with a wealth of experience in the games industry, and while they do still write code, they also work to multiply their individual talents by working through their team. Leads are usually focused on a specific scrum or area of specialization, and collaborate with the Technical Directors to set policy and vision for the team.

Key Responsibilities

- Work with team members to maintain and improve their performance, including performance reviews, mentorship, and regular feedback
- Develop systems for the game that serve to bring the vision of the artists and designers to life
- Oversee the planning, design, and implementation of all features developed by the team
- Participate in higher level planning with project management and Technical Directors

Required Technical Skills and Experience

- At least 2 years of previous leadership experience
- Bachelor degree in Computer Science or related field, or equivalent training and professional experience
- Excellent C++ and C# skills, and experience in object-oriented design
- Excellent verbal and written communication skills
- Excellent organizational and problem solving skills
- Demonstrated knowledge of good software programming practices

Additional Skills:

- The ideal candidate has shipped at least two video game titles; and has a minimum of five years of technical experience in the video game or related industry
- Preference given to candidates with experience in tools, builds, and/or pipelines
- Avid gamer with a passion for creating top-quality games

Performance Competencies (Non Technical Skills)

- Excellent verbal and written communication skills
- Excellent decision making capabilities

- Ability to quickly learn and apply new concepts, principles and solutions
- Demonstrates dependability and commitment to projects/tasks

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