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Career Opportunities: Senior Gameplay Software Engineer (63663)

Requisition ID **63663** - Posted **07/14/2015** - **Regular** - **EA Studios - BioWare** - **Software Development** - **Austin (Domain)** - **Texas** - **United States** - **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.

Senior Gameplay Engineers at BioWare create systems that enable our design and content teams to realize their vision for our games. These systems can span domain areas including everything from AI to physics to UI. This position reports to a Lead Engineer and contributes heavily in ensuring high quality in our final products.

The Challenge Ahead:

Your charter as a Senior Gameplay Engineer at Bioware will include:

- Designing, developing, writing testing, and implementing game system code and authoring tools.
- Working with designers, artists and other personnel involved in the development of products as required.
- Writing clear, maintainable, portable code.
- Accurately estimating your schedules and delivering high quality work products to that schedule.
- Anticipating, identifying, analyings, prioritizing, mitigating and communicating risks related to gameplay systems.
- Mentoring other engineers within the group.
- Reviewing code of other engineers to ensure they follow best practices and standards.

The Next Great Bioware Senior Gameplay Engineer Needs:

- University degree or graduate of a recognized post-secondary program in computer science, software engineering or related technical discipline is strongly preferred
- A minimum of 5 years of experience in building gameplay systems within games
- Strong expertise in C++ programming
- Experience with C# programming
- Experience with large client/server projects is preferred
- Experience collaborating with designers and implementing data driven solutions for large scale games

* Experienced system owner with proven excellence for maintaining the integrity of a core system on a large project
* Applicant must be able to identify and solve problems creatively without guidance
* Strong verbal, written, and interpersonal communication skills required
* Applicant must be able to work collaboratively in a team environment
* Time management and organizational skills are essential
* Excellent attention to detail is required
* Excellent analytical and mathematical skills is strongly preferred

<p style="color: rgb(0, 0, 0); line-height: normal; font-family: "Trebuchet MS", Arial, Verdana, sans-serif; font-size: 12px;">**What's in it for you? Glad you asked!** <p style="color: rgb(0, 0, 0); line-height: normal; font-family: "Trebuchet MS", Arial, Verdana, sans-serif; font-size: 12px;">We love to brag about our great perks like comprehensive health and benefit packages, tuition reimbursement, 401k with company match and, of course, free video games. And since we realize it takes world-class people to make world-class games, we offer competitive compensation packages and a culture that thrives off of creativity and individuality. At EA, we live the "work hard/play hard" credo every day. <ul style="color: rgb(0, 0, 0); line-height: normal; font-family: "Trebuchet MS", Arial, Verdana, sans-serif; font-size: 12px;">

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