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Software Engineer II- CDS Quality Engineering

Location: Vancouver, British Columbia CA

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Requisition Number: 118589
Location: Vancouver
Date Opened: 2018-04-12

Electronic Arts Inc. is a leading global interactive entertainment software company. EA delivers games, content and online services for Internet-connected consoles, personal computers, mobile phones and tablets.

Software Engineer - Quality Engineering

This position is to help build the next iteration of our quality reporting and workflow platform which leverages a microservice architecture, .NET technologies, Angular, TypeScript, and Docker to support EA's game teams in building high-quality games.

The Software Engineer is a member of the Central Development Services (CDS) team at Electronic Arts. The CDS team are at the forefront of emerging technology, creating and optimizing tools that enable our teams to code better and more efficiently. Working as one team they are pushing the envelope, striving for 'Quality by Design' wherever possible.

The role requires a personality type that is outgoing, dynamic, enthusiastic, and able to network across groups and individuals to be part of a larger community.

Qualifications

- Bachelor's degree or higher in Computer Science, Engineering, or Software Engineering or equivalent combination of education and experience.

- A minimum of 4+ years of technology industry experience.
- This role will be split between frontend and backend development, therefore experience developing with frontend web technologies: JavaScript/TypeScript, CSS, and JavaScript framework(s) such as Angular, React, or VueJS is essential.
- On the backend our team primarily uses C# and the .NET Core framework but we're looking for a developer with strong experience in one or more OO languages such as C#, Java, Python, Go, or Ruby.
- Knowledge of HTTP and how to design and interact with RESTful web services.
- Experience with and/or exposure to microservices.
- Understanding and experience with securing web services and applications.
- Experience with Git.
- Experience with unit, integration, and functional testing.
- Knowledge of architecting and building scalable, resilient, and performant web services.
- Knowledge of test automation and/or development process improvements.
- Knowledgeable of the software lifecycle, modern testing methods, and a solid understanding of continuous integration.
- Demonstrated problem solving and innovation skills
- Ability to work independently with minimal outside supervision.
- Ability to multi-task, prioritize and be flexible – able to adapt plans and react to change.

Additional Skills and Abilities

- Working knowledge of deployment and management systems utilizing containerization (Docker, Mesos, Kubernetes) is a plus.
- Experience with Video Game development is a plus.
- Experience with functional programming is a plus.
- Knowledge of test automation and/or development process improvements.
- Performance Competencies (Non-Technical Skills)

  - A genuine interest in keeping up with technical trends in the software industry and applying this knowledge to the role.
  - Excellent communication skills, including verbal, face-to-face, written, and presentation.
  - Excellent detail-oriented problem solving skills.
  - Experience working cross-functionally with teams that are distributed across multiple different geographic regions.
  - Excellent organization and time management skills.
  - Experience working in a Scrum/Agile environment is a plus.
  - Able to quickly assess situations, troubleshoot complex problems, and keep a calm head under tight time constraints and high pressure.
  - Self-starter and ability to quickly learn and apply new concepts, principles, and solutions with little supervision.
  - Ability to work independently as part of a distributed organization.

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