Software Engineer II - Frostbite

What does the Frostbite team do?

We develop the Frostbite engine, EA’s state of the art multi-platform game development engine. Frostbite has powered games such as Madden, FIFA, Need For Speed, Battlefield 1 and Star Wars Battlefront II. Frostbite leverages its proprietary technical advantages to empower game creators to shape games and push the boundaries of what they can achieve. Creating and applying leading-edge technology in the gaming industry is not easy but it is increasingly the difference-maker between an evolutionary game and a revolutionary one. Here at Frostbite, we are setting the bar high and have a team of great engineers who are dedicated, capable and willing to reach it to ship the next awesome game. We are located across North America (Vancouver, Edmonton, Orlando, Montreal) and Europe (Guildford, Stockholm).

The Challenge Ahead:

The Frostbite Animation team is responsible for developing tools and runtime technologies to enable the highest quality animation for Frostbite’s developers and users across EA worldwide. We work closely with our game team partners to develop our solutions and work in an agile way.

The successful candidate will be part of a strong team that has passion for pushing technology and supporting teams while having fun. We are looking for an energetic candidate who can quickly familiarize themselves with multiple technologies, is a good communicator, and works well with others.

Key Responsibilities:

- Develop high quality tools and runtime technologies
- Follow Agile methodologies as defined by the team
- Follow engineering best practices as defined by the team
- Communicate with team members and those on other teams to ensure speedy resolution of issues

Required Skills and Experience:

- Proficient in C++ (3+ years)
- Recent experience in C# and WPF (1-3 years experience)
- Software development experience with Tools
- Strong technical communication and collaboration skills
- Experience developing on Agile teams
- Bachelor degree in Computer Science, Mathematics or related fields
**Desirable Skills and Expertise:**

- Experience developing animation tools
- A demonstrated track record of high-quality deliverables and sustainable development practices including automated tests
- Demonstrated ownership for success of internal customers
- Experience in Maya/Motion builder

**Why join Frostbite?**

This role is a fantastic opportunity for the right candidate to take the next step in their career working in an enterprise environment with the latest technologies, being mentored by experts in their field. We are looking for a hungry candidate who has experience with the following technologies from either work experience, academic, or passion project standpoint.

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