JOB TITLE: Machine Learning Scientist

We're EA---the world's largest video game publisher. You're probably familiar with many of our titles---Madden, FIFA, The Sims, Need for Speed, Dead Space, Battlefield and Star Wars, to name a few. But maybe you don't know how we're committed to creating games for every platform---from social to mobile to console---to give our consumers that anytime, anywhere access they demand. What does that mean for you? It means more opportunities to unleash your creative genius, be inspired by those around you and ignite your path in any direction you choose.

DESCRIPTION:

The EA Digital Platform Data Group is responsible for developing a new unified Big Data pipeline across all franchises at Electronic Arts. This platform will incorporate data collection, ingestion, processing, access and visualization all built on a modern, cloud based tech stack with best-in-class tools. The Data Group will provide the tools and platform which powers the future state of game development, marketing, sales, accounting and customer experience.

We are looking for a Machine Learning Scientist to work in the EA Digital Platform Data Group.

KEY REPSONSIBILITIES:

·Use machine learning techniques to create scalable solutions for business problems in the gaming domain

·Analyse and extract key insights from EA's rich store of gamer and gameplay data

·Design, development and evaluation of highly innovative models for predictive learning for applications like recommendations and targeting

·Work closely with the core development teams to deploy models seamlessly as part of production systems

·Establish scalable, efficient, automated processes for large scale data analyses, model development, model validation and model implementation

·Research and implement novel machine learning algorithms for new business problems.

Technical Skills and Experience:

·PhD. in Computer Science with a focus on machine learning

·Track record of having developed novel machine learning algorithms, SIGKDD/ICML/NIPS publications a plus

·Hands-on experience in predictive modelling and analysis over large volumes of data

·Strong Problem solving ability

·Strong Programming skills in C/C++ or Java

·Experience with large scale distributed programming paradigms -- experience with the Hadoop stack(HDFS/MR/Pig/Hive) a plus

·Experience with R/SAS/SPSS

·Experience with SQL and MPP databases

·Excellent written and verbal communication and skills

SW Eng. , Data Platform

ENTERTAINING IS OUR PASSION We're EA---the world's largest video game publisher. You're probably familiar with many of our titles---Madden, FIFA, The Sims, Need for Speed, Dead Space, Battlefield, and Star Wars, to name but a few. But maybe you don't know how we're committed to creating games for every platform---from social to mobile to console---to give our consumers that Anytime, Anywhere access they demand. What does that mean for you? It means more opportunities to unleash your creative genius, be inspired by those leading their fields, and ignite your path in any direction you choose. Interested in engineering roles with us? EM me @ sfarmer@ea.com

DESCRIPTION:

The EADP Data Group is responsible for developing a new unified Big Data pipeline across all franchises at Electronic Arts. This platform will incorporate data collection, ingestion, processing, access and visualization all built on a modern, cloud based tech stack with best-in-class tools. The Data Group will provide the tools and platform which powers the future state of game development, marketing, sales, accounting and customer experience.

We are looking for seasoned developers who are interested in working on a large scale distributed data system from the ground up for one of the most creative, innovative companies in technology.

Responsibilities:
        Help define and build a unified data platform across EA, spanning 20+ game studios as data sources

·Develop infrastructure software that slice and dice data, using Hadoop and Map/Reduce

·Design and Develop reporting systems that inform on key metrics, detect anomalies, and forecast future results

·Develop complex queries to solve data mining problems

·Write reliable and efficient programs scaling to massive (petabyte) datasets and large clusters of machines

·Flexibility to work with both SQL and NoSQL solutions

·Work closely with data modelers, business data analysts, and BI developers to understand requirements, develop ETL processes, validate results, and deliver to production

·Analyze and improve efficiency, scalability, and stability of data collection, extraction, and storage processes

Required Skills

·BS, MS, PhD in Computer Science or related technical discipline (or equivalent)

·Significant experience working with large-scale systems and data platforms/warehouses

·A solid foundation in computer science, with strong competencies in algorithms, data structures, and software design

·Several years of software development experience, writing clean re-useable code, test-driven development, and continuous integration

·Extensive experience with MapReduce, Hadoop, Hive, or other NoSQL stacks a strong plus

·Fluency with Java, SQL, Perl/Python, or C++

·Fast prototyping skills, familiarity with scripting languages such as bash, perl, awk, python

·Experience working with columnar analytics databases or relational databases is a plus

·Experience with data modeling and BI tools is a plus

·Self-directed and capable of working effectively in a highly dynamic fast-paced environment

·Great communication, time-management, and teamwork skills