

Electronic Arts



THE BUZZ

- “All that time in front of the PlayStation is about to pay off!”
- “The best possible place to gain experience in the games industry”
- “You can’t put a price on this experience and networking”
- “This internship hasn’t just been a job—it’s been an experience”



THE STATS

Industries: Consumer Products, Software

Location(s): Redwood City, CA; Fairfax, VA; Los Angeles, CA; Orlando, FL; Salt Lake City, UT; London; Montreal; Vancouver; Alberta; Shanghai; Singapore

Number of interns: 200+ globally

Pay: Paid, varies, relocation assistance, housing and transportation stipend, free and discounted games

Length of internship: 12 to 16 weeks, mostly summer

Intern function(s): Advertising/PR, Finance, Engineering, Arts, Marketing, Law, Programming, Human Resources, Broadcast & Entertainment

computer engineering or electrical engineering, and have strong mathematical and programming backgrounds. For art positions, applicants must have some experience with 3-D graphic software packages. Students will also need to submit a demo reel and/or portfolio. Interns in the company’s production or marketing/public relations departments should have strong verbal and written communications.

Contact:

Visit the website: www.jobs.ea.com. Look for “University.”



THE SCOOP

A pioneer in the gaming industry since its founding in 1982, Electronic Arts (EA) is an independent developer and publisher of interactive entertainment software. EA produces for systems such as the PlayStation® 3, the PSP™ (PlayStation® Portable) system, Xbox 360™, Nintendo Wii, Nintendo GameCube™, Game Boy® Advance and the Nintendo DS™. EA’s most popular games include *Rock Band* and the *NCAA Football* series. The company also makes PC games and games for mobile phone devices and employs over 9,000 staff members.



ON THE JOB

Electronic Arts’ internship program is known as the “EA Academy.” Intern duties reflect those of a full-time employee, whether they are working in one of the company’s development studios, marketing or in a corporate department. There are also social and team-building events throughout the summer, mentoring programs and exhibition of interns’ work for company leaders. About 70 percent of interns return to work for EA after graduation.



GETTING HIRED

Apply by: November 1st to April 1st (for summer). Ongoing throughout the academic year. Students are asked to apply online at jobs.ea.com. Applicants must submit a resume; those applying for art-related positions must also submit a demo reel and/or portfolio.

Qualifications:

Open to university sophomores, juniors and seniors, as well as graduate students. Interns assigned to one of the company’s studios generally are pursuing a degree in computer science,