The Role: Software Engineer & Tester Internship

Salary: Location: Accommodation: *Closing Date:* Number of Positions:

Salary applies, Bangor, North Wales, Limited accommodation available at the Company's House, 05/04/2013, 5.

Description:

Simulity's Software Engineers develop the next-generation technologies for embedded universal integrated circuit cards (UICCs) and Near Field Communication (NFC) devices, and the servers that empower them to provide the end user an experience far beyond their original designs.

We're looking for engineers who are able to think outside of the box, and are capable of using their high-level competency in all areas of Computer Science from distributed computing, networking, security, data compression, encryption and user-interface design, to customer support, training, consultancy and project management.

We need our engineers to be capable of working in small teams, and capable of managing their own projects to tackle new problems and constantly push our technologies forward. With your technical expertise you will manage individual projects priorities, deadlines and deliverables both internally for our growing APIs and server stacks, and externally to our customers. You will be responsible for the design, development, testing, deployment and maintenance of vast systems, and to enhance current solutions.

Responsibilities:

- Developing a wide range of services, software, tools and more,
- Able to move quickly between projects,
- Strong communicator, confidence to raise issues,
- Self-motivated and eager to learn new technologies,
- Programming ability in any one of: C/C++/Java/Groovy/Python/JavaScript,
- Databases ability in RDBMS.

Minimum Requirements:

- Working towards a bachelors Degree in Computer Science or equivalent (software engineering, mathematics etc),
- Programming ability in any one of: C/C++/Java/Groovy/Python/JavaScript,
- Excellent written and verbal communication skills,
- Ability to work under pressure.

Preferred Requirements:

- Strong Foundation in Computer Science, with strong competency in Data Structures, Algorithms and Software Design,
- Strong Object-Orientated Design skills,
- Understanding of bit manipulation, masking, shifting in Java and C,
- Client / Server understanding,
- NIO understanding.

Desired Technologies:

- Java,
- Junit Testing
- UNIX/Linux,

- Databases (MySQL, MongoDB),
- Maven,
- Ant.

How to Apply:

- Send your CV to <u>christopher.burke@simulity.com</u>.
- Add subject "YI Placement",