The Role: Software Engineer

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:
- Deployment of server-side applications that can provide five-nines reliability and availability, and can scale.
- Work on our propitiatory Virtual Machine, based on Google's Dalvik and UICC operating system.
- Create custom applications (applets) for JavaCard based UICCs
- Design and create tools to interface with our end-user products.
- Maintain our current server products and tools to ensure that a high-level of reliability can always be ensured.
- Read and understand specifications (from ISO, 3GPP, ETSI) and implement them accordingly.

Minimum Requirements:
- Bachelors Degree in Computer Science or equivalent
- Programming experience in C, C++ or Java
- Excellent written and verbal communication skills

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

Desired Technologies:
- Java
- UNIX/Linux
- Databases (MySQL, PostgreSQL)
- Maven
- Ant

Very competitive salary applies.