

Senior Software Engineer - Systems

Turbulenz Limited

Position summary:

Are you passionate about performance and service scalability? Do you have experience building the back ends of massively scalable Web Apps? If you are excited about creating a cutting edge web application to revolutionise games development then this position is for you.

As a Senior Software Engineer - Systems, you will be leading the team responsible for delivering a major component in the Turbulenz online video game platform. You will be required to design, implement, and deliver the back end systems used to create online video games. These game development tools are all hosted in the browser and leverage our proprietary browser based game engine. Our tools allow game developers to pull together their game assets, administer their game development, and will fully integrate with our game development and distribution service. You will be required to leverage the next-generation of web standards and technology. The platform will need to support over 50,000 simultaneous game developers and over 5 million simultaneous game players. The platform must also be designed to allow rapid and huge scalability when block buster games are initially released.

All engineers are expected to have excellent analytical abilities, and demonstrate a strong sense of product ownership, with a passion for technical excellence. We're looking for engineers who are proactive, vocal and passionate about contributing to all areas of our technology.

About the company:

Turbulenz is a fast-growing technology company whose aim is to empower game developers to create the world's greatest gaming experiences. Our End-to-End Platform allows developers to quickly and easily create, publish and monetise a new generation of browser games directly online.

We were founded in early 2009 by a group of former Directors and Programmers from Electronic Arts. Since then, the team has grown to include developers and business leaders from some of the world's leading entertainment companies such as Apple, Sony, Google, Eidos and Square Enix. We continue to grow and develop our technology and our team, and would love to hear from you if you'd like to find out more or be a part of it.

Turbulenz is privately funded and has raised over \$5 million of capital to date.

Duties and Responsibilities:

- Design, implement and maintain the back end systems.
- Lead an engineering team, responsible for product delivery and technology excellence.
- Work with product management to create product vision.
- Mentor and develop junior software engineers.
- Write technical blog articles about your product expertise.
- Collaborate with product management to evangelise our products throughout the games industry.

Skills and Experience:

- B.S. in Computer Science, Mathematics, Physics, Engineering or related technical degree.
- Fluency in: Python (and C++ a plus).
- Expert in building large, high capacity and scalable systems.
- Expert in Unix development: GNU/Linux a plus.
- Expert with Python web frameworks: Pylons, Pyramid or similar a plus.
- Knowledge of so-called NoSQL databases: MongoDB, CouchDB or similar a plus.
- Knowledge of web server administration: Nginx, Varnish, Redis or similar a plus.

All candidates must be eligible to work in the UK.

For further questions or if you would like to apply for this position, please send your CV and covering letter to Nicola Nehm at careers@turbulenz.com.