

UI Engineer

Introduction

Voodle is building a company and products that will change the way people treat modern TV media. We are world-class startup with strong vision and passion to create software applications that "just work". Each our employee is important because each takes decisions which shape the resulting products.

Responsibilities

The User Interface Engineer (further UIEngineer) will be in charge of engineering and implementation of all functional layers in between Voodle Technology Platform (core engines) and end users. Given high level specifications for product features, application look and feel, and Technology Platform interfaces, UIEngineer must be capable to design best-experience and high-performance web application. Product features analysis, use case modeling, rapid prototyping, web design, and testing skills will be highly demanded along with main UI engineering work. Voodle web interfaces will be used also for internal purposes and have to become tools of choice for internal engineers and testers.

Voodle algorithms will run by 24/7 linux cluster platforms. Voodle team is building systems from ground up, however, engineers are encouraged to actively explore and extract features/algorithms from open source projects and/or Voodle's competitors. Voodle is monitoring/processing digital media information and UIEngineer should feel comfortable with video, audio, text and other sort of stream data presentation/playback. The released production environment of Voodle will process millions of users and must be based on good practices of global internet applications.

After Voodle's first commercial release, UIEngineer will have a chance to become a Product Manager working with engineering team in Kyiv and Lead Product Manager from US. Then Product Manager will recruit and provide training to other team members and mentoring to junior team members.

Specific responsibilities

- Analyze requirements and develop detailed use cases
- Prototype, develop, test, and debug Java/Javascript web interfaces using Google Web Toolkit
- Running user test group and respective procedures

Compulsory skills

- 3+ years of C/C++ or Java (production) development
- web sites and web applications development, excellent HTML/XML/XSLT skills
- AJAX, javascript familiarity
- experience in software GUI design and implementation
- test planning and execution
- CVS/SVN experience
- good spoken and satisfactory written English

Additional Skills

Successful candidates should possess one or several of such skills (in order of importance):

- audio or video processing experience
- strong mathematical background
- development for both Linux and Windows environment

Personal attributes

- Very communicative person (capable to understand end user experience)
- Action and result oriented
- Team player
- Ability to effectively work in startup environment

Educational requirements

MS/BS degree. Credit will be given to candidates who have work experience with computationally intensive systems or complicated math algorithms.

Liabilities

In the course of the fulfillment of his/her obligations, the employee must comply with corporate ethics and policies (e.g. accountability for all property entrusted by the Company). The employee shall also bear non-property responsibility for his obligations to be performed in due time and quality.

Rights

In addition to the rights assigned to a person in accordance with legislation in force, employee shall have:

- Access to Company's confidential information according to company security policy and respective documents

Location and Communication

The position is located in Voodle development office in Kyiv, Ukraine.