



## Job Description

### **SENIOR SOFTWARE ENGINEER ( Linux )**

*Linux based network devices and systems*

Exciting opportunity with a Cambridge based designer & manufacturer of computer connectivity hardware.

#### **OVERVIEW**

Due to the success of our leading edge IP-based hardware solutions and rapidly expanding customer demand for enhanced functionality, we are seeking a versatile, energetic, software engineer to join our team to architect and develop software for our advanced range of digital KVM-over-IP matrix products. The role involves close co-operation with other members of the software and hardware teams working on the developing our next generation of products. This is a key role in delivering software for our high performance KVM solutions.

#### **KNOWLEDGE & EXPERIENCE**

##### **Essential**

- Excellent knowledge of C
- Good working knowledge of network technology and specific programming skills in Linux, Rest API, embedded Linux
- Ability to understand a complex problem space and produce well designed, readable, testable, and well documented code
- Good understanding of network multimedia
- Experience of Networking and IP networks
- Experience of Video and audio networking in distributed systems
- Previous experience in the design of scalable, highly reliable, failure tolerant systems.
- Able to lead a small team
- Able to manage more junior staff

##### **Desirable / useful**



### Job Description

- Experience of brokered WAN or Cloud systems
- Experience with Python, Ruby, Django and SNMP
- A working knowledge of encryption techniques would also be very useful
- A good understanding of the sometimes complex relationships between network devices, users, groups, connection types, access rights and system status
- Experience of Scrum and Agile

### General

- Excellent verbal and written communication skills
- Ability to produce optimised and innovative solutions
- A passion for delivering a quality solution
- A good degree or equivalent educational qualifications in an appropriate discipline