



Silhouette Research and Technology

Developer - Job Specification

You will join a team of software developers writing desktop and mobile application software at SRT.

You will be based at the SRT office in Plymouth, Devon for at least three days per week. Staff may optionally work at home on the remaining two days per week.

Our teams use various languages including C++, C# and Xojo, to target Windows, macOS, iOS and Android.

You will be involved with writing code to solve problems in the following areas:

- Rendering vector graphics to backends including OpenGL
- Manipulating vector shapes
- Writing UI frameworks
- Writing client code to edit user data on a cloud-based server
- Build automation
- Utilities to optimize in-house processes

New recruits join one of the development teams at SRT and report to the team leader. Projects are divided into small achievable tasks, organized on a ticket system. Weekly sprint meetings are held to discuss and decide short term targets. Each day begins with a brief team meeting to discuss tasks and raise questions. Teams are close-knit and help from the team leader and colleagues is always available.

Prior experience in the software industry is highly desirable.

Other desirable traits include:

- A solid understanding of an object oriented language
- A love of solving interesting problems by writing good quality, readable, robust, well-structured code
- Prioritizes writing code in well defined modules, with clean public interfaces, minimizing coupling to other code. Understands principles used to achieve this.
- Understands the importance of high unit test coverage
- Demonstrates wisdom when pragmatic and principled approaches to writing code may come into conflict
- Adept at visualising and solving mathematical problems
- Works well in a team

The company may require you to undertake other related work in addition to the items above.