



Silhouette Research and Technology

Junior Programmer - 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.

Desirable traits include:

- Familiar with an object oriented language
- A love of solving interesting problems; desire and aptitude to write good quality, readable, robust, well-structured code
- Willingness and enthusiasm to learn
- Works well in a team

For a highly motivated candidate with little experience but solid potential to learn, this role provides an ideal environment to learn quickly and increase your depth of understanding.

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