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Available Position:

## Software Engineer (Mobile Application Development)

### Job Description:

This position provides an opportunity to work in the fast growing media and web applications space on TableTop Media's market-leading devices. Here you will work with a team that is dedicated, passionate, focused on customers and growth. You will have the opportunity to be exposed to many aspects of the software system and participate in developing the next generation applications for TableTop Media's Ziosk platform.

The Software Engineer's role is to help design, execute, assess, and troubleshoot software programs and applications. This includes configuring, coding, developing, and documenting software specifications throughout the project life cycle. The Software Engineer will also oversee system maintenance in a timely and accurate fashion, and provide support to other departments where required.

We're searching for an independent self-starter who is capable of establishing priorities, managing time, meeting deadlines, driving customer issues to quick and complete closure, and working well within the team. This person must be flexible and capable of working in a fast paced, dynamic business group.

Strong verbal and written communication skills are essential. We need team members that can work effectively with cross-functional teams to acquire knowledge and create system solutions.

### Job Requirements:

- Implement solutions based upon software requirements and technology changes.
- Run and monitor performance tests on new and existing software
- Demonstrate an awareness of programming and design alternatives.
- Define and execute application improvements and fixes.
- Creative approaches to investigate and solve problems; shows the ability to think outside the box.
- Good reasoning skills and can make sound decisions.
- Superb communication skills

### Qualifications:

- University degree in software engineering or computer science.
- 1-3 years experience in enterprise/commercial software development.
- Demonstrated understanding of and experience in C/C++/C#
- Embedded development, graphics, and/or game development experience is a plus
- Understanding of Web Services and Microsoft WCF
- Experience with UML (Use Cases, Cross Functional Diagrams, Sequence Diagrams, etc.)
- Understanding of an industry standard methodology (RUP, Extreme Programming, etc.)
- Excellent communication skills (both written and verbal)
- Proven analytical and problem-solving abilities.
- Strong interpersonal skills, customer service skills. Willingness to work in a team environment.
- Experience in full project lifecycles.
- Experience with Unit and Automated Testing