

Junior Software Developer

# Summary

The UXDM Lab performs research in designing positive and effective user experiences. The junior software developer focuses on the intersection between technology and UX. The lab develops many applications simultaneously, and as such, it is important that this role be able to work adaptively and multi-task. This is a fantastic opportunity to highlight your abilities as a programmer, while working on innovative projects, in an engaging team, as well as to develop skills as a user experience researcher. The junior developer role will work closely with Faculty, PhD Students, and researchers in the UXDM lab as well as opportunities to collaborate with peer institutions and companies.

# Responsibilities

* Communicate clearly and effectively in a multidisciplinary environment
* Develop and implement new software applications in a variety of languages
* Improve, innovate, and refactor existing projects
* Test and maintain existing software to ensure reliability and stability
* Document both designs and implementations
* Other duties as assigned

# Qualifications & Skills

* Version control (Git, Bitbucket, etc.)
* Documentation (project requirements, environment specification, detailed change log, etc.)
* Database design and implementation (SQL, NoSQL, etc.)
* Information/application security best practices (OWASP, SSL, etc.)
* Object oriented software engineering (Java, C#, Python, etc.)
* Evaluate and improve upon program efficiency
* Testing (acceptance, compatibility, accessibility, unit, etc.)
* Event logging and debugging

# Familiarities

* Modern web frameworks and languages (JS, JQuery, PHP, Node.js, etc.)
* System administration (Apache, NGINX, process management, etc.)
* Different operating systems (Windows, Unix, Linux)
* Eye tracking and gaze technology
* Experience across all aspects of the SDLC
* Familiarity with scientific method