JOB DESCRIPTION

Job Title: Software Developer (C#, Multi-threading)
Department: Development
Reporting to: Lead Developer

The Department
Product Development creates and innovates the software needed to run our global online B2C gaming operations, including systems for Customer Service, Marketing, CRM, brand website development, DWH/BI, web analytics and the supporting frameworks and tools for one of the largest global online gaming groups. Our dynamic environment is fast paced, using Agile and self-organizing principles for our teams to deliver the highest quality new products.

Purpose of Job
Working within a highly specialised in-house scrum IT development department, you will be responsible for the delivery of high quality solutions throughout the development life cycle. You will be working with a talented and motivated team of developers, who work daily on a real-time, in-play and pre-match sports trading system. The team is responsible for maintaining the best possible performance on a highly scalable and demanding system with cutting edge tools.
We deal with millions of service calls a day in a highly multi-threaded environment where un-planned downtime is unacceptable.

Key Responsibilities & Accountabilities
The Software Developer position will involve the following areas of responsibility:

- Assessment and planning of development efforts required for new functions/features under development
- Coding - code review and unit testing activities
- Collaborate with team members to ensure that user stories are delivered in an incremental fashion and delay in hand off between Development and QA is minimised.
- Carry out all tasks in adherence with agile process and engineering/QA best practices, and ensure output of the team adheres to the agreed definition of done.
- Collaborate with team members on application architecture and design to ensure that the approaches and technologies applied to current implementation work are sound and fit for purpose
- Contribute to the estimation of user stories as part of the release and iteration planning activities
- Fully participate in iteration retrospectives and collaborate with team members to ensure that the team inspect and adapt and continuously improve performance.

This job description is not intended to be an exhaustive list of responsibilities. The job holder may be required to complete any other reasonable duties in order to achieve business objectives.

Essential Criteria:

- Very Good understanding of C# and SQL Server
- Have worked with service based architecture e.g. SOA, Micro-services, scaling
- Experience with building services (e.g. Web API or WCF)
- Experience with build and deployment tools (e.g. MSBuild, TeamCity, Octopus Deploy)
- Experience with unit testing (e.g. NUnit, MSTest, Moq)

- Experience with source control systems (e.g. Git, TFS)
- Ability to collaborate with others and work well within a team
- Ability to keep up with a growing, fast-paced environment

Desirable Criteria:
- Understanding of external caching tools (e.g. Redis, nCache)
- Experience with working in WPF (working in MVVM, creating your own controls)
- Worked with Queue based systems (e.g. RabbitMQ, MSMQ etc)
- Some exposure to Azure
- TDD - Test Driven Development experience
- Experience with real-time trading systems
- Educated to degree level or equivalent
- Microsoft certified

Person Specification:
- Highly motivated team player
- Strong problem solving and analytical skills
- Ability to work in a pressured environment with tight deadlines
- Have a passion for delivering cutting-edge software solutions that make a difference
- Determined and resilient natured
- Determined to produce the best technical solution to a given challenge
- Desire to write code that is clean, SOLID and DRY
- Interest in at least one major sport