Senior Software Engineer SHIPwatch

Description

This role can be based in London or Liverpool (Hybrid) Overview: We are seeking a highly skilled and experienced software engineer with a strong background in Python and Node.js to join our team. The ideal candidate will have experience working with video and audio. Experience in machine learning frameworks is desirable but not essential. Familiarity with containerization technology like Docker will significantly contribute to our projects. This role could be fully remote (with occasional in-person meet-ups) or based out of our London or Liverpool offices. About the Team: The PlayStation Studios SHIP team develops, maintains and supports a web portal encompassing a variety of web applications and other tools to meet the needs of first-party game development studios and many other internal groups. These include custom deployments of standard applications such as git repos and Jira bug trackers as well as in-house technology to support tasks such as art reviews and user experience testing. The team is mostly based in the USA with a small UK presence.   Key Responsibilities Design, develop, and implement software solutions to analyse video, audio, and other input streams Create efficient algorithms for processing and interpreting log data Leverage machine learning technologies to interpret complex data from various sources. Collaborate with cross-functional teams to gather requirements, design system architecture, and integrate new features. Apply expertise in Python and Node.js to integrate with RESTful APIs. Ensure the reliability and performance of all tools and applications by implementing best practices for testing, including unit, integration, and acceptance tests. Use Docker and other containerisation technologies for consistent development, testing, and deployment environments. Basic Qualifications Bachelor's degree in Computer Science, Engineering, or related field (or equivalent experience). Minimum of 7 years of professional experience in software development with a focus on Python and Node.js. Experience with Docker and a solid understanding of containerization principles. Familiarity with Agile/Scrum processes and project management tools such as Jira. Comfortable working with teams in other time zones. Advanced proficiency with Linux Preferred Qualifications Experience with multi-media processing and analysis. Strong understanding and practical experience with machine learning frameworks (e.g. TensorFlow, PyTorch). Strong problem-solving skills and the ability to work on complex issues. Ability to communicate effectively and collaborate with key stakeholders from different backgrounds and disciplines. Leadership skills with a track record of leading projects to successful completion. Experience in developing tools and workflows that enhance the productivity of technical teams. Proficient with SQL database design, implementation and optimisation. Please mention the word **ENJOYING** and tag RMzQuMjEwLjIuOTU= when applying to show you read the job post completely (#RMzQuMjEwLjIuOTU=). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization
PlayStation Global

Job Location
London, England, United Kingdom

Base Salary
$ 75000 - $ 120000

Date posted
April 24, 2024

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