

Job Description

Department: Research and Development

Job Title: Software Developer

Reporting to: Senior Software Engineer

Overall purpose of the job: To develop Blackstar proprietary software (both for public release and internal development tools) from design brief to release and beyond. Responsibility for the quality and features of Blackstar end-user-facing software products.

Main Activities / Tasks:

- Specifying, designing and developing new, user-focused software as per business needs
- Support and maintenance of existing Blackstar software, including the specification and development of new features
- Working within the Digital Team to understand requirements for - and resolve issues with - Blackstar software

Other Duties:

- Assisting in software project planning
- Identifying areas for improvement within Blackstar software development processes, and delivering solutions for them
- Other duties within skill set but not necessarily role scope as and when (creative design input, attending meetings etc)

The Person:

| Person Specification | Desirable | Essential |
|------------------------------------|--|---|
| Education / Qualifications | | <ul style="list-style-type: none"> • Qualified to degree level or above in a relevant subject |
| Training / Technical Skills | <ul style="list-style-type: none"> • Microsoft Silverlight programming experience • Native macOS development experience • Mobile application development experience • User interface design • Experience using automated build systems e.g. Jenkins • Web services or other distributed programming methodologies • Cross-platform development methods e.g. Mono or similar • C programming knowledge • Scripting knowledge | <ul style="list-style-type: none"> • C# .Net programming experience • Experience using and developing for Unix-based systems, e.g. macOS • Knowledge of operating system internals (event loops, drivers, kernel/user architecture, threading models, etc) • Full software lifecycle experience, including requirements capture, solution identification, and system design. • Ability to quickly adapt to new programming languages and tools, as required • Strong software design principles • Experience in using version/source control software • USB application communication • Excellent verbal and written communication skills • Good numerical skills • High level of attention to detail • Highly organised • Experience/awareness of software testing principles • XML experience |

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| <p>Experience / Knowledge</p> | <ul style="list-style-type: none"> • Experience working in an Agile environment, using Sprints to plan work packages and report results • A musical background, guitar playing or otherwise, would be considered a strong advantage, though is by no means essential | <ul style="list-style-type: none"> • 3+ years commercial software development experience • Independent and self-reliant, being able to work without close supervision • Working within a KPI (Key Performance Indicator) structure |
| <p>Personality / Characteristics</p> | <ul style="list-style-type: none"> • Passion for the music industry | <ul style="list-style-type: none"> • Excellent interpersonal skills, able to build professional relationships with people at all levels • Ability to manage working time effectively and prioritise assignments appropriately • Enthusiastic, methodical, committed and dependable |
| <p>Specific Requirements of the Role Hours Other</p> | | <ul style="list-style-type: none"> • Full time, 8:00 – 17:00, Monday – Friday in Northampton, UK • Willing to work extra hours as and when required |