

JOB TITLE: Junior Software Developer

LOCATION: Cambridge, UK

About this role:

At Swim, we're on a mission to reinvent the modern application stack for the streaming era. Come join our diverse team of fearless creators working together to design the world's most challenging streaming applications.

The Junior Software Developer will be responsible for implementing and maintaining the core features of the Swim platform. You will be part of a skilled engineering team working under the guidance of the senior members of the team. The position will involve writing clean and readable java code with unit tests.

Swim is a self-contained, distributed application stack in an embeddable software library. Our applications communicate using their own protocol, called WARP, which multiplexes bidirectional streams between large numbers of URIs over a single WebSocket connection.

Swim is comprised of two high level components:

1. Swim Java Server: A self-contained, distributed application server for stateful, streaming applications
2. Swim Client: A minimal WARP streaming API client

A developer focused introduction to Swim can be found at <https://swim.dev>. The swim platform is open source, under the Apache license, and the source can be found at <https://github.com/swimos/swim>

Key Qualifications

- Strong knowledge of computer science fundamentals
- Experience building libraries/applications in a JVM based language: Java/Scala etc.
- Exhibit curiosity in reading and understanding a large code base
- Excellent problem solver
- Good verbal and written skills
- Creative approach development. The candidate should be prepared to suggest improvements to existing functionality and suggest new features.
- Able to work collaboratively as part of a team

Desirable

- Experience of network programming/distributed systems.
- Have a general interest in programming languages and API design
- Experience with Unit Test frameworks
- Familiar with a modern source control system, preferably Git

- Knowledge of Javascript/Typescript

Education/Experience

- Entry level role. University degree in a numerical discipline (preferable Computer Science) or equivalent experience