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JOB SPECIFICATION



MESLJ6306

Contact:	Simon Michael
Position:	Software Engineer in Off-Car Systems
Reporting to:	Simon Michael, Team Leader, Off-Car Systems
Job Summary	Development of applications for the support of motorsport control and telemetry systems.
Base skills required	<p>Thorough understanding of software engineering principles, object oriented development and multi-threading.</p> <p>Minimum of 2 years commercial C#/.NET development experience.</p> <p>Commercial development experience with some/all of the following would be advantageous: Visual C++/MFC, Microsoft SQL Server 2008, Microsoft Silverlight.</p>
Additional skills / Experience required	Good communication skills (both verbal and written). Ability to work unsupervised with a pro-active approach. A willingness to take ownership of problems and a determination to see things to completion. A thorough approach to both design and debugging with strict attention to detail.
Educational requirements	Honours Degree (minimum 2.1), preferably in engineering or computer science.
Further job details:	<p>The Off-Car Systems team is responsible for a number of applications to support race car systems in F1, WRC and other professional motor sports. These include ATLAS, System Monitor and SQL Race. All of these applications evolve continually to support the latest advances in ECU hardware and user requirements.</p> <p>Work will involve both new development and evolution of existing functionality. There will be regular contact with users during both requirements analysis and support. Occasionally this may require travel and working unsocial hours.</p> <p>Will work within a team of approximately 12 people.</p>
Timescale to appoint	Immediate.
Reason for vacancy	New business.

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