**Job Function**

You will be working within the development team to enhance our flagship integrated HR & Payroll software.   The role is pivotal to the success of the product by ensuring that development items and bug fixes meet the requirements of the road map and stakeholders.

You will also be working with internal stakeholders to ensure the optimum user experience is delivered.

**Responsibilities**

* Design, build, and maintain efficient, reusable, and reliable C++ code
* Implement performance and quality modules
* Identify bottlenecks and bugs, and devise solutions to these problems
* Help maintain code quality, organisation, and automatization

**Skills**

* Strong proficiency in C++, with fair knowledge of the language specification
* Able to translate the requirements into a seamless user experience.
* Able to develop scalable solutions, based on which product being developed.
* Thorough knowledge of the standard library, STL containers, and algorithms.
* Understanding of dynamic polymorphism and C++ specific notions, such as friend classes.
* Familiarity with templating in C++.
* Knowledge of the latest C++11 standard is appreciated, but not essential.
* Familiarity with embedded systems design, low-level hardware interactions.
* Knowledge of low-level threading primitives and real-time environments.
* Familiarity with system call wrapper library functions.
* Knowledge of writing native modules for high-level languages such as Node.js, Python, Go, etc.
* Familiarity with language tools, such as Valgrind.
* Knowledge of component data sheets and specifications.
* Implementation of automated testing platforms and unit tests.
* Proficient understanding of code versioning tools.
* Familiarity with continuous integration.