Topic Recommendation:

Topics in senior tools engineering

Course Description

Introduction to topics in senior tools engineering such as, java, qt, python, sql, redis, c++, cocoa, lua, user-interface, mysql, java-ee, php,
client heavy game development 3d game development multiplayer game development experience using lua, teamequal employment opportunityticketmaster strongly supports equal employment opportunity, cocoa framework experience using modern ui frameworks, c ++, pythonstrong machine learning background inclusive, best possible user experience experience developing gui

Course Learning Outcomes:

provide seamless user experiences provide simpler solutions
help us build compelling games connecting millions
include language use restrictions), citizenship
boost opportunities like tuition reimbursement
implement machine learning algorithms ranging
hire practicesthe preceding job description
enrich lives one amazing experience
document code promoting modularity
groom practices), family
take two startup teams
target development sessions
exist complex problems
organize proficient using
write highly optimized
consider qualified applicants
excite consumer application
motivate engineers excited
identify trues fans
excite sw tools
develop massive games
breastfeed), gender
develop scalable
learn insights
program skills
provide feedback
qualify candidates
help millions
include promotion
include cancer
classificationdeveloping sw
include pregnancy
enjoy work
orient design
talented individuals
sell tickets
pace excitement
get tickets
fledge commercial
distribute near
detect abusive
seek full

Summary from top job descriptions:

Qualified candidates will be responsible for developing the content pipeline and tool suite to enable the artists of our studio with the power of our next-gen game engine.

This role will work closely with our art and design teams, responding to user feedback, to deliver tools that provide an efficient workflow and the best possible user experience.

Partner with artists and other content creators to develop tools that provide seamless user experiences

Use Object-oriented design and programming skills to develop a tools framework on our next-gen cross-platform mobile game engine

You will work across a range of technology stacks and use your deep understanding of scalability and parallelization to develop massive games.

Own game features through every step of the development process, from initial design all the way to live game support

Work closely with game designers, artists and other technical groups to implement large-scale game features

MZ is an equal opportunity employer and considers qualified applicants without regard to race, gender, sexual orientation, gender identity or expression, genetic information, national origin, age, disability, medical condition, religion, marital status or veteran status, or any other basis protected by law.

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Geomagical Labs is an AI startup, developing an exciting consumer application, for millions of people.We are looking for a back-end engineer, with excellent systems software experience, to join our startup team and lead our back-end platform development.As platform infrastructure developer, you will work closely with Geomagical Labs' core team of technologists to design and develop our end-to-end cloud technology platform for our mass-scale consumer application.

The role includes development of data pipelines, application servers, networked services, databases, and APIs to provide real-time support for web clients, mobile clients, and algorithmic services.In addition to production apps and services, you will develop prototypes, algorithms, tools, benchmarks, data sets, and contribute to the design and construction of a continuous integration software development environment.Benefits Rare opportunity to join an early tech startup adventure when it is less than ten people, led by founders who've taken two startup teams through IPO.

What excites you is the ability to work on large data sets representing complex events and summarize them using a broad range of algorithms and computational approaches.

You will be working with some of the most exciting SW tools and frameworks like Hadoop, Hbase, Storm, Spark, just to name few, and be a key contributor to TicketMaster's new Verified Fan initiative which is one among many projects with the focus of getting tickets into hands of real fans.

One of our missions is to bridge the gap between the fan and the artist.Responsibilities:In this role you will:Be part of a dynamic, highly-focused team that is responsible for providing machine-learning insights and SW products that engage TicketMaster's 170+MM usersBe collecting and analyzing very large data setsCarry out tasks encompassing data cleansing and data normalizationDesigning and implementing machine learning algorithms ranging from feature engineering, feature selection, clustering, predictive scoring and classificationDeveloping SW to prototype new algorithms for identifying trues fans, detecting abusive/nefarious entities, user segmentation, user interest discovery, performance optimization and user response prediction as part of a massively parallel and distributed near-real time collaborative filtering system/marketing platformBe directly involved in the productization of your algorithms and ideas into full-fledged commercial-grade SW tools that will directly interact with, and affect the experience of million of users, both domestically and internationallyParticipate in peer code reviews, write unit tests and provide feedback to other members of the teamCarry out rigorous model validation and model tuning/optimization as part of the natural model life-cycle Qualifications:4+ years of strong software engineering with a high-level programming language such as Java, C/C++, PythonStrong machine learning background inclusive of supervised and unsupervised algorithms4+ years of industry experience building scalable solutions to real-world data problems, or equivalent and pertinent course workProficient in SQL and RDBMS'sExperience with unit testing frameworks like JUnit, Mockito or similarExperience with/knowledge of frameworks like Hadoop, Spark and similar data platformsEduction: BS/MS/Ph.D. In CS, Math or PhysicsEffective communication skills and enjoying work as part of a teamEqual Employment OpportunityTicketmaster strongly supports equal employment opportunity for all applicants regardless of age (40 and over), ancestry, color, religious creed (including religious dress and grooming practices), family and medical care leave or the denial of family and medical care leave, mental or physical disability (including HIV and AIDS), marital status, domestic partner status, medical condition (including cancer and genetic characteristics), genetic information, military and veteran status, political affiliation, national origin (including language use restrictions), citizenship, race, sex (including pregnancy, childbirth, breastfeeding and medical conditions related to pregnancy, childbirth or breastfeeding), gender, gender identity, and gender expression, sexual orientation, or any other basis protected by applicable federal, state or local law, rule, ordinance or regulation.

We will consider qualified applicants with criminal histories in a manner consistent with the requirements of the Los Angeles Fair Chance Ordinance, for applicants in Los Angeles, California, and consistent with applicable laws in other areas.Hiring PracticesThe

preceding job description has been designed to indicate the general nature and level of work performed by employees within this classification.

It is not designed to contain or be interpreted as a comprehensive inventory of all duties, responsibilities, and qualifications required of employees assigned to this job.Ticketmaster recruitment policies are designed to place the most highly qualified persons available in a timely and efficient manner.