

### Full Stack Engineer - Digital Publishing

You'll work with our platform and product teams in the Digital Publishing division at the Office for National Statistics. You'll build robust data piplines, APIs, developer tooling and user interfaces for internal and external users.

You'll thrive using agile methods and enjoy working openly, collaboratively and as part of a multidisciplinary team of front-end engineers, back-end engineers, site reliability engineers, interaction designers, user researchers, service manager, product owner and performance analyst.

As a member of the Digital Publishing team, you'll share responsibility for:

- The ONS website <a href="https://www.ons.gov.uk">https://www.ons.gov.uk</a>
- Our API <a href="https://api.ons.gov.uk">https://api.ons.gov.uk</a>
- Our developer site <a href="https://developer.ons.gov.uk">https://developer.ons.gov.uk</a>
- Our performance dashboard <a href="https://performance.ons.gov.uk">https://performance.ons.gov.uk</a>
- Florence (our CMS) <a href="https://github.com/ONSdigital/florence">https://github.com/ONSdigital/florence</a>

We're looking for someone who can work across disciplines (frontend, backend and site reliability engineering), who can help to improve the way we work, the tooling we use, and help multiple product teams work towards similar technical standards.

## Main responsibilities

- build web services, APIs, backend processing systems, internal tooling and infrastructure to support the needs of our product teams
- work with the software engineering community to share our experience and learn from other teams, departments and the wider industry
- contribute to the design, development, deployment and support of the ONS digital publishing platform, taking responsibility for the quality of code you produce
- build automated tests to support our continuous integration environment
- support the day to day operation of our live services, through investigating and fixing live service incidents, performance improvements and ongoing maintenance

• share knowledge of tools and techniques with your team (both developers and non-developers) and with the wider engineering and technology community

## Things you might be working on in a typical day

- contribute to the development of frontend web services
- design and build APIs for internal and external users
- extend our data import and export services to support new datasets
- iterate on the design and implementation of our container hosting platform and continuous integration and deployment pipelines
- participate in technical planning, design and code reviews

#### What we'll do for you

- provide you with training, mentoring and support from an experienced multidisciplinary team
- give you the freedom to work with modern and relevant technologies including Go, Java, React, ES6 and Amazon Web Services with a MacBook Pro development environment

# Skills and experience

These are the skills and experiences that might be suitable for this role. An interest in solving the problems we face is much more important than having experience in everything listed.

- experience in front-end development, with a solid understanding of HTML, CSS and Javascript, including cross-browser and cross-platform support
- experience in back-end development, ideally within a distributed systems environment
- understanding of software design principles, including event driven architecture, microservices and 12-factor apps
- experience of build and deployment tools including Concourse CI, and using continuous integration and deployment techniques
- experience of data technologies including PostgreSQL, MongoDB, Redis and Kafka
- experience of mentoring and supporting junior engineers
- ability to quickly research and learn new programming tools and techniques
- a systematic approach to solving problems, and using testing to validate solutions

- understanding of agile environments and version control
- an understanding of data and web security including encryption, standards compliance, OWASP and common attack vectors
- an awareness of technologies used for web applications, e.g. HTTPS, JSON and CDNs, and use of Unix-like operating systems, e.g. Linux and/or Mac OS