[Jr. Software Engineer (Competitive Programmer)](http://www.kitegamesstudio.com/" \l "collapse133)

[**http://www.kitegamesstudio.com/**](http://www.kitegamesstudio.com/) **(13 Oct 2020)**

Vacancy: 4

We are the leading mobile application development firm in Bangladesh. One of our apps reached top 40 Apps in iOS Appstore!

Job Responsibilities:

1. Understand properly development processes or development stages

2. Understand properly SDLC and coordinate with other members of the team.

3. Analyze the requirements and understand the deliverables

4. Code according to software design specifications following standard coding styles and practices.

5. Seek out new technologies and ideas to add value to project

6. Participate in testing process through unit testing and bug fixes.

7. Participate in daily scrum meetings

8. Participate in sprint planning

9. Work closely with the Architecture Team to ensure architectural integrity and product quality.

10. Work closely with the QA team, Product Management team, and Research

11. Development manager to ensure quality and punctual software development

12. Meet deadlines and achieve intended results.

Employment Status: Full-time

Educational Requirements: B.Sc in Computer Science & Engineering from any renowned university

Additional Requirements:

* Must have ACM problem solving skill. Those who have solved 700+ ACM problems will get preference.
* Good score on HackerRank, Codeforces, Codechef, Light OJ and UVA Online Judge or any other problem solving sites will be considered as a plus.
* Clear concept of Object Oriented Programming.
* Experience with MVC frameworks.
* Knowledge of algorithms and excellent problem-solving capability.

Compensation & other benefits:

1. Weekly 5 working days

2. Friendly environment

3. Lunch & snacks offered by office

4. Recreation facility (Table tennis and Play Station 4)

5. Public Holidays

6. Festival & Performance bonus

7. Yearly Official Tour

Job Nature: Full-time  
Age: Na

Job Location: Dhaka Division  
Salary: Negotiable