

Software Engineer – Infrastructure Expert

We are a rapidly growing mobile startup that is building the next generation of mobile and social games. Currently, we are looking for a rockstar Software Engineer to join us in our shiny, new San Francisco digs. While we're still in stealth mode, we can share that we are founded by a seasoned team who has done it before, and we're backed by successful entrepreneurs and investors from some of the top media and tech companies (board members and senior execs from Facebook, Google, Amazon, Paramount, CBS, LivingSocial, Kabam and Zynga).

We believe the key to making social games successful is a scalable high-performance back-end infrastructure built on big data. As a server-side engineer, you should be a master of real-time optimization, multi-variant testing, data analytics, and our game mechanics engine. You will work side-by-side with designers and front-end engineers to design, develop and optimize engaging applications for mobile and web. The ideal candidate loves to work in teams yet is an independent self-starter; is a perfectionist at heart but wants to release fast and iterate. If you thrive in a collaborative, start-up environment and have a passion for writing elegant code that runs at web-scale, we'd love to hear from you.

Qualifications:

- Successful track record of producing top quality server-side code in Java or Scala.
- Experience with distributed systems, including NoSQL (MongoDB, Cassandra, etc)
- Experience consuming, producing, and designing RESTful web services.
- Fluent in web technologies and techniques: HTML, CSS, Javascript, AJAX techniques, and DOM manipulation.
- BS/MS on Computer Science or related field
- Bonus Points: Previous game design experience, and a killer instinct for ideas that will be fun, engaging, and rewarding.

If you think you might be a good fit, send your resume to job@rumpus.com