

Windows developer (C#)

If you are excited by the opportunity to have a direct effect on commercial products that provide best-in-class functionality while having a significant impact on some of the largest design and engineering projects, then Bluebeam may be the place for you. Bluebeam developers are responsible for the design, development and testing of new software products as well as supporting existing, released products.

We don't operate like the typical software company. Here's how it works at Bluebeam. Our environment is fast-paced, having product delivery cycles measured in months rather than years. We don't give a 300 page specification and tell you to "implement this." Instead, we give a general task, and it is up to you to design, validate, implement and test. If something you worked on doesn't work, it's your responsibility. Our development team works together to extend the core functionality – designed and implemented over the past 8 years – to power new products and take existing products to the next level.

Requirements

- Bachelor's degree or higher - Computer Science or equivalent field.
- Proven Windows Development experience in Visual C++ and .NET technologies, particularly C#.
- Experience using OO methodologies in designing software solutions.
- Strong ability to analyze vague problem descriptions and formulate effective solutions. Be able to analyze a need and engineer a solution. Be prepared to give specific examples of this skill.
- Ability to speak and write clear English in order to create documentation as well as interact with end users.
- Sharp critical thinking skills, including systems and business analysis, problem analysis and resolution, and sound judgment/decision making ability.
- Proven ability to work in a rapid release product environment.
- Demonstrated trait of being a self-starter.
- Ability to build trust within the development team by developing dependable good code.
- Ability to interact in a professional environment. Be able to contribute to technical discussions in a non-overbearing manner. Be able to see shades of grey instead of black or white when presented with an issue.

Knowledge and Skills

- Architectural, engineering, design domain knowledge.
- Computer graphics including Windows Graphics frameworks (e.g. DirectX, OpenGL) beneficial
- Developing programmatic interfaces to Microsoft Office Applications.
- Printing technology including Windows system printers, Postscript and PDF.
- Product Lifecycle Management applications.
- Current industry trends in development environments, tools, and software technology.
- Processes relating to developing a released software product.

Meet all the requirements?

If so, send the following to workeng@bluebeam.com:

- Resume
- A detailed description of 2 past software development projects in which you were involved. Describe your contribution to the project as well as your role on the project.
- Provide in your own words what you see as the difference between a coder/programmer and a software engineer. By the way, we are looking for software engineers.

