5 Software Engineer (Performance) Remote WorldwideFull-Time

https://deno.breezy.hr/p/2e5b79776706-software-engineer-performance

We are looking for a talented performance engineer to join our team!

5.1.1 Responsibilities

- Build and maintain software.
- Review code and participate in design discussions.
- Communicate internally and externally about your work.

5.1.2 Qualifications

- 3+ years of experience.
- Advanced programming experience. We use Rust, TypeScript, and JavaScript. You know how to debug and profile software written in these languages.
- Intimate knowledge of internet and web standards (DNS, TCP, TLS, HTTP, DOM).
- A passion to make software faster.

5.2 译

我们正在寻找一位有才华的性能工程师加入我们的团队！

5.2.1 岗位职责

- 构建和维护软件。
- 审查代码并参与设计讨论。
- 就您的工作进行内部和外部沟通。

5.2.2 技能要求

- 3 年以上经验。
- 高级编程经验。我们使用 Rust、TypeScript 和 JavaScript。您知道如何调试和评测用这些语言编写的软件。
- 熟悉互联网和网络标准（DNS、TCP、TLS、HTTP、DOM）。
- 让软件运行更快。

deno_jobs

https://deno.breezy.hr/

0 Common Info https://deno.com/company

Deno Land Inc.

251 Little Falls Dr   Wilmington DE 19808-1674 USA

0.1 About the company

Deno is founded by the same engineers who built Node.js, the JavaScript runtime used by millions of developers and used by nearly all websites in one form or another. Deno is a continuation of the ideas in Node; a modern take on server-side JavaScript development. The open source project has already secured itself among the ranks of the most popular projects on GitHub.

Our commercial product is cloud service for hosting JavaScript servers. It is one of just a handful of implementations of serverless at edge in existence. By repurposing web browser technology for server software, we aim to accelerate a new generation of extreme low-latency edge applications.

The Deno company grew out of our open source project during the pandemic. As result we're 100% remote with employees all over the world. Don't assume this means we're not a real company; our investors include Sequoia Capital, Nat Friedman, Guillermo Rauch, Dylan Field, Netlify, and Wordpress.

0.2 We Offer

- A competitive full-time salary and early-stage stock options.
- 100% remote work from anywhere in the world.
- Autonomous work. We work collaboratively on projects, but you set your own pace.
- Flexible vacation time.
- Hardware and office allowances.

0.3 Process

The entire process is fully remote and all communication will happen over email or via video chat. Once you've submitted your application, the team will review your submission, and may reach out for a short screening interview over video call. If you pass the screen you will be invited to up to four follow up interviews. The calls: usually take between 30-60 minutes each depending on the interviewer. Once the interviews are over, the team will meet to discuss several roles and candidates and may ask one or two follow-up questions over email or a quick call or go directly to making an offer.

0.4 About deno

Deno makes programming easy. We make it possible to use JavaScript outside of the browser to build all types of software. Our free open source runtime is one of the most popular projects on Github. Our business is hosting JavaScript servers at the edge with the Deno Deploy serverless runtime. Try it out — you ought to be able to deploy a server world-wide in less than 5 minutes.

0.5 译

0.5.1 关于公司

Deno 是由建造 Node.js 的工程师创建的。Node.js 是数百万开发人员使用的 JavaScript 运行库，几乎所有网站都以这种或那种形式使用它。

Deno 是 Node 中思想的延续；现代的服务器端 JavaScript 开发。相应开源项目已经跻身 GitHub 上最受欢迎的项目行列。

我们的商业产品是托管 JavaScript 服务器的云服务。它是现有的少数无服务器边缘实现之一。通过将 web 浏览器技术重新用于服务器软件，我们的目标是加速新一代极低延迟边缘应用程序。

Deno 公司是在疫情大流行期间从我们的开源项目发展而来的。因此，我们与世界各地的员工保持着 100%的距离。不要以为这意味着我们不是一家真正的公司；我们的投资者包括红杉资本、Nat Friedman、Guillermo Rauch、Dylan Field、Netlify 和 Wordpress。

0.5.2 我们提供

- 有竞争力的全职工资和早期股票期权。
- 100%在世界任何地方远程工作。
- 自主工作。我们在项目上通力合作，但你自己设定进度。
- 灵活的休假时间。
- 硬件和办公津贴。

0.5.3 面试过程

整个过程是完全远程的，所有通信都将通过电子邮件或视频聊天进行。

一旦你提交了申请，团队将审查你的提交，并可能通过视频电话进行简短的筛选面试。如果你通过了，你将被邀请参加最多四次后续面试。

通话时间：根据面试官的不同，每次通话通常需要 30-60 分钟。面试结束后，团队将开会讨论几个角色和候选人，并可能通过电子邮件或快速电话询问一两个后续问题，或直接提出录用。

0.5.4 Deno

Deno 使编程变得简单。我们可以在浏览器之外使用 JavaScript 来构建所有类型的软件。我们的免费开源运行库是 Github 上最受欢迎的项目之一。我们的业务是在 Deno Deploy 无服务器运行时的边缘托管 JavaScript 服务器。

试一试，您应该能够在不到 5 分钟的时间内在全球范围内部署服务器。

4 Software Engineer (Infrastructure) Remote WorldwideFull-Time

https://deno.breezy.hr/p/8ee0af43d2e9-software-engineer-infrastructure

We are looking for a talented infrastructure engineer to join our team!

4.1.1 Responsibilities

- Build and maintain software.
- Review code and architecture proposals, and participate in design discussions.
- Communicate internally and externally about your work.

4.1.2 Qualifications

- 3+ years of experience.
- Experience with Rust/C++, TypeScript, and JavaScript.
- Intimate knowledge of internet and web standards (DNS, TCP, TLS, HTTP, DOM).
- A passion to make software infrastructure simpler.
- Prior involvement in defining the architecture of a cloud native software platform.

4.2 译

我们正在寻找一位有才华的基础设施工程师加入我们的团队！

4.2.1 岗位职责

- 构建和维护软件。
- 审查代码和架构建议，并参与设计讨论。
- 就您的工作进行内部和外部沟通。

4.2.2 技能要求

- 3 年以上经验。
- 具有 Rust/C++、TypeScript 和 JavaScript 的经验。
- 熟悉互联网和网络标准（DNS、TCP、TLS、HTTP、DOM）。
- 对简化软件基础设施的热情。
- 之前参与定义云本地软件平台的架构。

3 Site Reliability Engineer (SRE) Remote Worldwide Full-Time

https://deno.breezy.hr/p/c755500b3f6e-site-reliability-engineer-sre

We are looking for a great SRE to join our team!

3.1 Responsibilities

- Develop software, design processes, and implement best practices to scale, monitor and ensure availability of the Deno Deploy edge hosting platform.
- Troubleshoot problems when they occur on our production platform.
- Review code and architecture proposals, and participate in design discussions.
- Communicate with our customers regarding service performance and availability.

3.2 Qualifications

- 3+ years of experience.
- Advanced programming experience, preferably Rust and JavaScript/TypeScript.
- Experience with low-level Linux development.
- Intimate knowledge of internet standards (TCP, TLS, DNS, HTTP).
- Experience with cloud computing (GCP, AWS) and related technologies (Kubernetes, Terraform, Prometheus).

3.3 译（实施工程师？）

3.3.1 岗位职责

- 开发软件、设计流程并实施最佳实践，以扩展、监控和确保 Deno Deploy 边缘托管平台的可用性。
- 解决生产平台上出现的问题。
- 审查代码和架构建议，并参与设计讨论。
- 就服务性能和可用性与我们的客户进行沟通。

3.3.2 技能要求

- 3 年以上经验。
- 高级编程经验，最好是 Rust 和 JavaScript/TypeScript。
- 具有底层 Linux 开发经验。
- 熟悉互联网标准（TCP、TLS、DNS、HTTP）。
- 具有云计算（GCP、AWS）和相关技术（Kubernetes、Terraform、Prometheus）的经验。

1 Head of Product Marketing(United States - Remote OK Full-Time)

https://deno.breezy.hr/p/77e3fbe848f0-head-of-product-marketing

As a founding member of the marketing team, you'll be responsible for building, owning, and running a world-class product marketing function. Partnering closely with the product and engineering teams, you will play a critical role in defining Deno's messaging, positioning, audience segmentation, launch plans, and go-to-market strategy. We're looking for an energetic marketer who thrives in a fast-paced environment and is motivated to set and deliver on bold targets.

Our ideal candidate will be innovative, smart, and flexible — able to move easily from creating compelling positioning to engaging with our large user community, brainstorming product strategy, or creating a new sales play. Our audience is discerning, and the right person will have a high bar for creativity and execution, even if they're not (yet!) experts on developer tools.

1.1 Responsibilities

- Define and implement the product marketing strategy for Deno, from messaging and positioning to audience segmentation, competitive analysis, and routes to market
- Source and analyze market trends, analyst insights, and customer feedback to help inform our product strategy and roadmap
- Define & implement Deno's launch marketing strategy, including release marketing, launch tiering, and customer engagement
- Engage with Deno's user community on social channels, industry analysts, and internal teams (strategy, product, engineering) to identify and evangelize Deno's key user personas, value proposition, and key differentiators
- Be a subject-matter expert on our product strategy, roadmap, and features, and use your knowledge to equip our team to deliver compelling content and campaigns
- Work with leadership to develop a comprehensive sales enablement strategy, including developing key collateral (pitch decks, website copy, demos, etc.)
- Build and reinforce a culture of diversity, inclusion, and high performance

1.2 Skills

- A successful track record in developing and owning product marketing strategies for enterprise software
- A customer-first mindset that translates into crisp, differentiated messaging & positioning; uniquely compelling events; and consistently stellar experiences across every touchpoint
- Strong analytical skills and experience making data-driven decisions
- Comfort with fast-paced, scrappy environments, with a bias for action and a willingness to roll up your sleeves and get stuff done
- A deep (and a little nerdy?) interest in how software products work, particularly those geared towards developers
- Major plus if you have familiarity with server-side JavaScript or web hosting

1.3 译

作为营销团队的创始成员，您将负责建立、拥有和运行世界级的产品营销职能。与产品和工程团队紧密合作，您将在定义 Deno 的信息传递、定位、受众细分、发布计划和走向市场战略方面发挥关键作用。我们正在寻找一位精力充沛的营销人员，他能在快节奏的环境中茁壮成长，并有动力设定和实现大胆的目标。

我们理想的候选人将具有创新性、智能性和灵活性，能够轻松地从创造令人信服的定位转变为参与我们的大型用户社区、集思广益的产品战略或创造新的销售策略。我们的观众很有眼光，合适的人会有很高的创造力和执行力，即使他们没有（现在！）开发工具专家。

1.3.1 岗位职责

- 定义并实施 Deno 的产品营销战略，从消息传递和定位到受众细分、竞争分析和市场路线
- 收集并分析市场趋势、分析师见解和客户反馈，以帮助我们制定产品战略和路线图
- 定义并实施 Deno 的发布营销战略，包括发布营销、发布分层和客户参与
- 通过社交渠道、行业分析师和内部团队（战略、产品、工程）与 Deno 的用户社区接触，以确定和宣传 Deno 的关键用户角色、价值主张和关键差异
- 成为我们产品战略、路线图和功能方面的主题专家，并利用您的知识使我们的团队能够提供引人注目的内容和活动
- 与领导层合作制定全面的销售支持战略，包括制定关键宣传资料（宣传资料、网站副本、演示等）
- 建立和加强多元化、包容性和高绩效的文化

1.3.2 岗位要求

- 在为企业软件开发和拥有产品营销战略方面取得了成功
- 客户至上的心态，转化为清晰、差异化的信息和定位；独特的引人注目的事件；在每个接触点都能获得始终如一的卓越体验
- 强大的分析能力和数据驱动决策经验
- 适应快节奏、吵闹的环境，有行动的倾向，愿意卷起袖子完成工作
- 一个深沉的（还有一个小书呆子？）对软件产品如何工作的兴趣，特别是那些面向开发人员的产品
- 如果您熟悉服务器端 JavaScript 或 web 托管，则优先考虑

2 UI / UX Designer(United States Full-Time)

https://deno.breezy.hr/p/d65236182762-ui-ux-designer

We are looking for a UI/UX designer to help create design systems and ensure a consistent visual language across the company. You'll be responsible for making every user interaction special.

2.1 Responsibilities

- Create and enforce a cohesive visual language across the company.
- Define design systems to enable developers to move faster.
- Work with product in design and development of new features.
- Work with marketing to ensure consistent visual brand in all customer-facing channels.
- Be the voice of the user in product and marketing discussions.

2.2 Qualifications

- Proficient in Figma.
- Proficient in HTML/CSS.
- Excellent communication and interpersonal skills.
- Prior experience building design systems at an early stage company.
- Bonus if you're familiar with the JavaScript ecosystem.
- Please provide links to your portfolio.

2.3 译

我们正在寻找一名 UI/UX 设计师，以帮助创建设计系统，并确保整个公司的视觉语言一致。你将负责让每个用户的交互变得特别。

2.3.1 岗位职责

- 在整个公司内创建并实施一种有凝聚力的视觉语言。
- 定义设计系统，使开发人员能够更快地移动。
- 与产品一起设计和开发新功能。
- 与市场部合作，确保所有面向客户的渠道中的视觉品牌一致。
- 在产品和营销讨论中成为用户的代言人。

2.3.2 技能要求

- 精通 Figma。
- 精通 HTML/CSS。
- 优秀的沟通和人际交往能力。
- 有早期公司建筑设计系统的经验。
- 如果您熟悉 JavaScript 生态系统，这将是额外的好处。
- 请提供您的链接。