

About us:

Equal parts creative agency, engineering firm, and consultancy, Grappus has a reputation of doing things differently. We work with brands big and small, far and wide, helping them understand, prototype and deploy a broad range of custom tech. We value design and we cringe at bad UX. Each project is a clean slate, we don't have frameworks, or any pre-made formulas. We're not here to just grow big, make money and win awards. We're here to crack the process of building truly innovative products from scratch. Products that make people say 'damn'.

People at Grappus usually experience a highly accelerated career growth well beyond the narrow constraints of their 'job description'. Here, the growth ladder is tailored to you. It operates exactly as fast as you can manage to grow. We think it's a waste when smart people are unable to make an impact. Our aim is to unleash your potential by giving you massive challenges and the freedom to solve them.

We're in a fluid world, where we don't know what technologies we'll use next, or the projects we'll work on. We're actively searching for ways to shine a light on our blind spots, whether it is in the products we want to build, the problems we like to solve, or the company culture we try to create. That's what makes life at Grappus so exciting. Grappus is an ongoing experiment and you are a part of it. We'll be a different company a few years from now because you are going to change it for the better. We can't wait to see where you take us

Learn more about us: <https://grappus.com/>

What we'd like to see:

- Should be well versed with concepts of OOPS and data structures
- Should have knowledge of any of the programming languages like C, C++, Java, etc.
- Should be aware of database concepts and types like SQL (MySQL, etc) & NoSQL (MongoDB, etc)
- Should have strong organizational skills to juggle multiple tasks within the constraints of timelines
- Should be keen to learn new technologies and updated about the latest developments
- Should be aware about software development fundamentals, application architecture and design patterns
- The ability to communicate complex procedures to other colleagues

Must Have:

- Masters/Bachelors degree in Computer Science & IT
- Good written and verbal communication skills
- Understanding of the Software development lifecycle
- Good Analytical and problem solving skills
- Self-motivated with the ability to prioritize, meet deadlines, and manage changing priorities

Why you'll love it here:

(Besides working with our team with infinite charm)

- We have no fixed work timings or leave policy, you can take unlimited leaves and start your day whenever you want. (Just make sure others in your team don't suffer)
- We don't track these hours you put in or ask you to fill time sheets. We don't believe in micromanaging, if you're struggling, ask for help. If someone else is, offer some support.
- We never mind if people make mistakes or screw up in any way, and offer full encouragement to help people learn fast by failing fast.
- We always encourage people to be completely candid, raise alarms, or log complaints anonymously in our feedback tool, no matter how harsh.
- We are a 'Work from Anywhere' company, since passionate, driven people can work from anywhere they want; their homes, or cafes, or mountains, or beaches, anywhere.
- We have a 15-day notice period. We want to build a place where people work willingly and passionately.