UI Software Engineer - Tracing Team (open to remote)

**Description**

**Your Opportunity**

**Please note that visa sponsorship is not available for this role.**

New Relic is seeking a UI Software Engineer to join our Distributed Tracing team. As part of our team, you will help plan, implement, and maintain UI for our cutting edge tracing product as we migrate to the cloud. We are excited to consider a US-based remote engineer for this role. Remote team members will work out of their home office and should have successfully worked remotely in the past

Distributed applications built on microservices and serverless technologies require special observability tooling to help developers monitor performance, tackle problems, and understand how their applications behave in complex environments.

We are seeking someone who has a track record of solving difficult problems, making intelligent decisions, reviewing code meticulously, has outstanding verbal and written communication skills, embodies ownership and accountability, mentoring others, and is excited to join our team that built New Relic’s Distributed Tracing tools to give our customers unrivaled insight into their modern distributed application stacks!

**What You’ll Do**

Our ideal candidate is someone who can help strengthen the team with their passion for building outstanding software solutions. You will have the opportunity to:

* Prototype and drive new feature development by working with internal users, customers, and engineering teams at New Relic.
* Collaborate with product management, design, research, architect, technical support, and other engineers on solutions that are empathetic to customer problems while being pragmatic about business value.
* Work with a DevOps approach - we build and maintain the team's software, including taking turns being on-call, and tailoring our on-call alert policies to prevent pager-fatigue

**Your Qualifications**

Must-have:

* 3+ years of hands-on experience as a UI developer on cutting edge technologies (e.g., JavaScript, HTML5, CSS, Java, Angular, React, etc.)
* Experience having developed and shipped highly reliable, performant UI solutions
* Have a keen eye for quality, write unit tests and consider automated testing as appropriate
* BS degree in Computer Science, related technical field, or equivalent practical experience.

Nice-to-have:

* Strong analytical and debugging skills
* Experience using distributed tracing tools, working in a microservices environment
* Back-end development experience
* Experience with cloud technologies (AWS)
* Open source contributions

**Our Office or Your Office**

You will be working with engineers and leaders distributed throughout the world, concentrated around our major offices in Portland, San Francisco, Phoenix, Barcelona, and Tel Aviv. You are welcome to work in one of our U.S. offices or work from your home office in the U.S., during our core hours. Our global headquarters for research and development is in the center of downtown Portland, situated in the thriving tech community of the Pacific Northwest. We enjoy easy multi-modal commute access and a plethora of good eats and exceptional coffee. We provide competitive compensation including equity and big-company benefits (medical, dental, etc.)—all while maintaining the energy, agility, and fun of a start-up.