

# Frontend Engineer

## Take-home Assignment



Quick example of a overview index

### Assignment

Take Home assignment is pretty free form, as in there is no “correct” result. We are interested in knowing how you solve a task and set of requirements and user stories, as well how you approach the application from an architectural standpoint. Visually you can go with what makes sense or you think you can solve the problem in the best and most efficient way, custom styling to Material UI, is all accepted. But make it as user friendly and nice as possible.

Create a React application (clone this [repo](#)) with JavaScript / TypeScript support that consumes the API endpoint of Greenhouse (specifications in the bottom of this document).

Greenhouse is our recruitment software which is also what our careers.unity.com is built upon.

Please do not share endpoints, or use more effort than 2-3 hours max.

## User stories

- ☐ As a User, I should be able to get an overview of all job positions, so I can find the relevant job positions.
- ☐ As a User, I should be able to get a detailed view of a single job on a page, so I can read and share.
- ☐ **Bonus** As a User, I should be able to search through the overview using the titles, so I can quickly find positions relevant for me.

## Requirements

- React
- Typescript / JavaScript
- MaterialUI

## Think of using

- TS Interface
- Dynamic routes
- Use Hooks (state, effect etc.)

## API endpoint needed

### Greenhouse documentation

<https://developers.greenhouse.io/job-board.html>

### Get all Jobs

Documentation <https://developers.greenhouse.io/job-board.html#list-jobs>

API: <https://boards-api.greenhouse.io/v1/boards/unity3d/jobs>

### Retrieve a job (by ID)

Documentation <https://developers.greenhouse.io/job-board.html#retrieve-a-job>

API: <https://boards-api.greenhouse.io/v1/boards/unity3d/jobs/{id}>

## Submitting

Either supply a compressed archive of the codebase (please delete node\_modules prior to tar/zip/rar) or throw it up on Github and share it with the team