Systems Engineer

100% Remote Worldwide
Full-time

To apply for this position please send your CV to recruitment@nunet.io with the job title as the subject line.

The Company

NuNet, a spinoff of SingularityNet is a framework for shared and globally distributed computing. NuNet platform is designed to be an extremely flexible network, encompassing mobile consumer devices, edge computing and IoT devices alongside PCs, servers and data centers, allowing seamless interoperability among its components and intelligent automation of workflow design. NuNet leverages Web3 technologies, serverless container execution, service mesh orchestration, crypto-economy and more, toward creation of the decentralized "world computer".

For more information about NuNet see:
- Webpage at https://nunet.io
- Whitepaper at https://nunet-io.github.io/public/NuNet_Whitepaper_2.0.pdf
- Current roadmap at https://nunet.io/roadmap/

Job Description

NuNet is looking to hire a Systems Engineer to join its development team. As a member of the team, you will be working closely with the developers, focusing on GPU integration on a peer-to-peer network. You will be working on creating tools that make possible the utilization of GPUs from virtual machines. Proficiency in C/C++, a thorough knowledge of GPU concepts, OS fundamentals and computer architecture with proven experience in systems software development is a plus.

As NuNet is a startup with an exciting journey ahead, your contributions will have a great impact on the future of the company and you would be able to grow alongside it.

Responsibilities

As a System Engineer, you will be responsible for developing tools for the utilization of GPUs from virtual machines or from OCI containers, creation of mechanisms whereby resources are utilized most efficiently and integration of the tools and mechanisms with the broader NuNet platform as a functional module. You will be responsible for contributing to the design, monitoring, testing and maintenance of the modules you will be developing.

Your duties will include:
- Understanding of the NuNet platform's implementation, future goals and roadmap.
- Working closely with the rest of the development team to create tools that seamlessly integrate with each other.
- Development of specific tools that enable the utilization of GPUs from virtual machines and OCI containers
- Research and assessment of various methodologies of implementation, presenting your findings, making a decision in the best interest of the platform and documenting activities.

Requirements

- At least 2 years of experience working with GPUs in infrastructure cluster setup or at least 4 years of experience working on GPU hardware related areas.
- Great proficiency in C/C++ and close-to-hardware development
- Proficiency in Python
- Deep understanding of computer and network architectures
- Understanding of virtualization and OCI containers at a low level
- Experience with software testing tools
- Experience with CI/CD tools and practices
- Deep knowledge of design and architectural patterns
- Experience with API design is an advantage;
- Solution Focused
- Excellent communication skills and ability to work as part of a team or independently as required
- Fluent English
- Data driven decision making

Benefits

- Flexible schedule
- Remote work – ability to work from anywhere (as long as local legal requirements are met).
- Work with a multicultural team