



SUMMARY

Opengear designs and manufactures products for data center and remote site management. Those products include network management software and management appliances that are deployed by the largest IT organizations worldwide. We are a global company, with offices in Brisbane, Australia, Sandy-UT, Piscataway-NJ, and Sunnyvale-CA.

Opengear Engineering develops and supports hardware and software for console servers and management appliances. Our devices run embedded Linux with a mix of open-source tools and our own proprietary additions. Our application software provides a Web-based interface and a RESTful API and can be deployed on premise or in the cloud.

DUTIES AND RESPONSIBILITIES

- Software Development, from initial scoping and design to deployment and long-term maintenance
- Diagnosing and fixing software bugs
- Testing software, and assisting the test team with generating test plans
- General infrastructure maintenance as required (build system, source control system, etc.)
- Selecting, onboarding, mentoring of new members of the team

REQUIREMENTS/QUALIFICATIONS

Required:

- BSCS, BSEE or equivalent experience
- Demonstrable programming skills and experience – C/C++ is preferred
- Experience with Linux as a sysadmin/user and with GNU toolchains and build utilities as a developer
- Knowledge of computer networking, TCP/IP stack and Internet technologies
- Experience implementing and using RESTful APIs

Desirable:

- We value full-stack versatility, the ability to transition from embedded to application to web to cloud. We current do not develop in mobile.
- Experience with or developing software for Networking Management, Provisioning, Orchestration, Change and Configuration Management
- Experience with Embedded development
- Experience working the Ember JS web development framework
- Experience using version control systems and ticket tracking systems
- Experience working in an Agile (scrum) environment

Opengear will provide the successful candidate with a competitive salary and generous benefits package.