

SOFTWARE DEVELOPER C#/.NET FOR DIGITAL TWIN/SIMULATION

Due to the high demand in simulation solutions that we use for giving an insight into our most complex systems, from research and development to realisation, we are extending our international simulations team. You are a highly motivated, passionate software developer and ready to take the next step in your career? If your answer is yes, this job might be just right for you.

TASKS

- The implementation of new features and algorithms for high-performance simulation systems (up to 100 times real time) with C#/.Net
- The close collaboration with product owners and system specialists in connection with system and framework design
- The cooperation in ground-breaking new projects (Digital Twin, Self-learning Systems, SaaS)
- The joint responsibility for the continuous optimisation of the development process and our CI/CD pipeline
- The mentoring of other team members to set new standards in effectivity and quality

REQUIREMENTS

At least 4 years of relevant job experience and excellent knowledge of object-oriented software development (preferably C#/.Net) required

Skills in software architecture and object-oriented design

Excellent command of English

Independent way of working as well as strong ability to work in a team

Completed education in Software Engineering

WE OFFER

- A job in a successful international company with a strong focus on culture and values
- A cooperative work environment in a proactive Scrum team for highly innovative products
- Modern, high-quality IT and office equipment as well as numerous benefits
- The opportunity to work with the latest technologies (ASP.net Core, Angular, Docker, Kubernetes, Azure, DevOps, etc.)
- A well-structured training period and support by experienced colleagues
- Flat hierarchies, short decision making processes and a lot of room for creativity

	Type of employment	Permanent – Full Time
	Category	Development / Software / IT
	Location	Kaunas, Lithuania, United Kingdom

YOUR CONTACT

LOUIS BORMAN

