

Developers Wanted

If you want to make a difference in the world, learn a skill, and make some bucks, you need to keep the Energy Systems Lab - Software Engineering Group in mind.

Since 2003 we have always had students working on commercial grade, real world, engineered software systems. Our team consists of more than programmers too! It has testers, sysops, and artists too!

We generally have openings across our team every semester.

Things to keep in mind:

- Team members get their name on the credits page.
- Team members are regularly interviewed by several major employers upon graduation (See testimonials)
- Commercial level use of various tools for QA, testing, and deployment.
- Flexible schedule to accommodate classes and projects (if a student).
- Work location is in Wisenbaker - right in the middle of the Engineering Quadrant

General Requirements (Testing/QA):

Must be creative, anal, and detailed. Must be able to break software and show how you did it. Will participate in quality assurance from the point of capturing requirements, design, coding, and integration. Must be able to observe as well as communicate issues in a non-antagonistic manner.

Requirements (Web Designer):

First and foremost, demonstrated proficiency in creating web forms that address browser incompatibilities using CSS. Next, we want someone who has a solid grounding in standards based design for web forms.

Knowledge of graphics and/or web programming technologies a plus (i.e. ASP, JSP, and especially Javascript). Must be able to provide links to sites that demonstrate mastery of this technology, sites where we can confirm the applicant's contribution. We also have positions that are strictly oriented at web development, i.e. cleaning up this Joomla installation.

General Requirements (Programmers):

If you eat, sleep, and breathe code, we want you! Must be open to unique and sometimes strange practices, create objects from formless void, and mercilessly refactor code. Must have good foundation in computer science principles.

We have developed and follow an Agile Software Engineering approach to developing software. Our students consider this work experience to be far more educational than classroom Software Engineering classes.

Must know Object Oriented design/ programming concepts, and must be willing to learn. Must be able to demonstrate an understanding of TDD. Must be passionate about the environment. Must want to make a difference. Highest consideration given to candidates who can provide recently created "audition" program done using TDD and C#. An ability to discuss the application of Patterns is a huge plus.

General Requirements (Graphics Designers):

Ability to draw real life items in Illustrator. Ability to create animations in Flash is a plus. Knowledge of programming in addition to the ability to design and illustrate is also desired and rewarded.

GENERAL

Ability to be highly successful at Trivial Pursuit, active gaming habit, or the ability to define the term "Grok" a plus.

UNDERGRADS STRONGLY PREFERRED - Only the students of our Principal Investigators will even be considered for a GAR.

Only e-mailed resumes will be considered.

Students must be able to work for at least 2 semesters.

Be sure to include information about the following:

- Expected Exit/Graduation date:
- Months experience with:
- Working
- Working in IT or Technology
- Teaching
- Research
- Your area of expertise (i.e. OOD, Illustrator, CSS/HTML, etc).
- Contactable References w email (must be filled in):
- Sample work (attach zip file with setup instructions if software)

- Personality Questions:
- Last several movies watched:
- Last several books read:
- Magazines/webzines/blogs regularly read:
- Pet (here or at home):
- Musical Tastes:
- What are your favorite foods:
- Hobbies:
- Best Traits:
- Worst Traits:
- Traits you are working on improving:
- Biggest accomplishment
- Biggest failure

Last five questions must be answered for an interview. Contact Don Gilman at dongilman@tees.tamus.edu