IntervalZero

Engineering Position – Waltham, Massachusetts

Senior UI/UX Development Engineer

About IntervalZero

Excellent people, innovative technology, and a Customer-first philosophy are all competitive differentiators in today's knowledge-based global economy. IntervalZero is focused on all three – building an outstanding Team, exceeding Customer expectations, and continuing to develop the world's leading Real-Time Operating System (RTOS) Platform that is changing the landscape in markets ranging from Industrial Automation and Test/Simulation to Pro Audio and Medical systems.

By extending Windows into a Real-Time Operating System (RTOS), RTX64 enables applications that require deterministic and high-speed response times, along with other non-real-time application components, to work together on a common Windows system. RTX64 is a single, low-cost all-software platform that satisfies a full range of real-time and embedded application requirements. The RTX64 platform reduces costs, boosts quality and performance, and significantly reduces reliance on proprietary hardware such as DSPs and FPGAs.

Headquartered along the Boston technology corridor, with additional offices in Europe, India and Taiwan, IntervalZero is relentlessly focused on its customers and we share their pursuit of excellence. The company believes that continuous investment in both our real-time software technology and in strengthening customer relationships is essential for long-term success. That same level of investment and commitment extends to the IntervalZero Team, the company's most important asset.

For more information, visit www.intervalzero.com

About this Position

As the Senior UI/UX Development Engineer, you will be a key contributor to UX/UI design and development, reporting directly to the Customer Experience Team Lead. You will develop UI applications for optimal User Experience, contribute innovative ideas to new projects, and optimize existing tool UIs, all while maintaining a consistent visual language. To achieve these efforts, you will be self-motivated to stay current on emerging front-end development technologies.

Requirements

- Experience developing thoughtful, intuitive UX and clean, consistent UI
- Extensive experience developing tools and applications with C#, .NET, WPF
- Thought leader in UX/UI development with evolving knowledge of current tools and emerging technologies (e.g., UWP, WinUI3, .NETCore)
- Experience in applying the MVVM design pattern and dependency injection
- Experience in writing clean, maintainable, and testable code
- Experience creating and/or working from a UI/UX style guide or standards manual
- Strong working knowledge of Windows Applications and remote tools
- Strong familiarity with Microsoft Visual Studio
- Strong skills in measuring, analyzing, and optimizing for scalability and performance
- Ability to consume low-level software requirements and implement a "best in practice" experience
- Good inter-personal and communications skills
- Ability to work in a small team environment or independently
- Understanding of the Agile development methodology
- Motivated and willing to learn
- Attention to detail

Pluses

- Experience working on Embedded tools and products (e.g., Windriver, Greenhills, etc)
- Experience developing UIs for development tools

Qualifications

- BS Computer Science
- Minimum 7 years in software UI/UX development

Interested? Email todd.richardson@intervalzero.com or careers@intervalzero.com