



Open Position

# Senior UI/UX Development Engineer

Waltham, Massachusetts

## 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](http://www.intervalzero.com)

## Position summary

IntervalZero is seeking a Senior UI/UX Development Engineer to develop UI applications for optimal User Experience. The ideal candidate will spearhead front-end development of the IntervalZero tool suite by contributing innovative ideas to new projects and optimizing existing tool UIs, all while maintaining a consistent visual language. As such, the ideal candidate will be self-motivated to stay current on emerging front-end development technologies.

## General

- Experience working on a project from concept to completion; including design, prototyping, testing and troubleshooting.
- Active participation in UX design, including the creation and/or review of mock-ups and other visual designs.
- Intense attention to detail.
- Ability to translate standards and visual designs into polished UIs.
- Ability to consume low-level software requirements and implement a best in practice experience.
- Strong inter-personal and verbal and written communication skills.
- Ability to work in a small team environment or independently when appropriate.
- Understanding of the Agile development methodology.
- Motivated and willing to learn.

## Requirements

- Experience developing thoughtful UX and clean, intuitive UI.
- Thought leader in UX/UI development with evolving knowledge of current tools and emerging technologies (e.g., UWP, WinUI3, .NETCore).
- Extensive experience developing tools and applications with C#, .NET, WPF.
- 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.
- Familiarity with Microsoft Visual Studio.
- Knowledge of x86/x64 architecture.
- Strong skills in measuring, analyzing, and optimizing for scalability and performance.

## 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.

If interested, please contact [careers@intervalzero.com](mailto:careers@intervalzero.com)