



Engineering Position – Waltham, Massachusetts

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 UI/UX Development Engineer, you will report directly to the Customer Experience Team Lead and be a key contributor to tool UI/UX design and development at IntervalZero. You will develop applications for optimal User Experience, contribute innovative ideas to new projects, and optimize existing tools to provide intuitive and consistent UI/UX across IntervalZero's RTOS platform. To achieve these efforts, you will be self-motivated to stay current on emerging front-end development technologies.

Requirements

- A passion for developing thoughtful, intuitive UX and clean, consistent UI
- Knowledge of C#, .NET, and WPF programming languages
- Evolving knowledge of current and emerging technologies (e.g., UWP, WinUI3, .NETCore, Blazor, React)
- Understanding of the MVVM design pattern and dependency injection
- Ability to write clean, maintainable, and testable code
- Ability to consume low-level software requirements and implement a "best in practice" experience
- Ability to create and/or work from a UI/UX style guide or standards manual
- Working knowledge of Windows Applications and remote tools
- Familiarity with Microsoft Visual Studio
- Skills in measuring, analyzing, and optimizing for scalability and performance
- Good interpersonal and communication skills
- Ability to work in a small team environment or independently
- Understanding of the Agile development methodology
- Motivated and willing to learn
- Strong 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
- Experience or a keen interest in software UI/UX development

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