

EdLab at Gottesman Libraries envisions, designs, and pilots knowledge projects for a fundamentally different education sector that is attuned to the emerging post-industrial, information-based, globally-connected world. EdLab is organized in small flexible multi-disciplinary teams that collaborate to develop and deliver products and services of distinction.

The Software Engineer will bring educational and technology expertise and experience together with client-focused consulting skill to design and deliver new educational software applications.

The incumbent will work with a small group of educators and technologists on all phases of the development cycle, including design, specification, development, testing, and delivery.

Qualifications:

BS/BA and/or MS in Computer Science or related degree (e.g., Management Information Systems) plus a minimum of 1-3 years of real-world software engineering experience required.

Demonstrated communication and problem solving skills on large and small scale issues with ability to undertake and complete large software projects with little supervision.

Demonstrated ability to research and learn new technologies quickly and constantly.

Experience with Agile software development practices and Test Driven Development.

Demonstrated knowledge and experience with at least 2 of the following technology areas:

- Web front-end development (JavaScript/HTML/CSS3)
- Web applications architecture, design, and programming
- Mobile applications development (swift, Objective-C)
- Deployment/Configuration management tools (Docker, Ansible)
- Experience with Node.js, Python, MySQL, and open source software preferred.

The successful candidate must also bring a demonstrated commitment to education.

Please submit a resume and cover letter to edlabjobs@tc.columbia.edu if interested.