

FanGram

Culver City based FanGram is seeking an experienced Web Application Developer

Both part-time and full-time roles are open but a minimum commitment of 20 hours per week is required. It's a great opportunity to join a small team with significant growth opportunities.

Vision:

We are building a next generation iOS + Android discovery platform

Job Description:

Collaborate on a team to refine and build web based applications and databases. The position will focus on analysis, design, implementation, and testing, including all process documentation.

Opportunity:

- Work on a disruptive viral application
- Meaningful compensation package (Possible stock options later)
- The chance to work with Big Data in the context of a large and visible project
- Ability to code, contribute, and innovate, while working with and learning from an experienced team
- Drive development of internal and external APIs
- Integrate external data sources with FanGram
- Scale existing backend systems to handle ever-increasing amounts of traffic and new-product requirements
- Refine FanGram development practices and reduce friction

Educational Background:

Bachelor Degree or MA in Computer Science or Management Information Systems

Requirements:

- Developing Linux-Based Web Applications
- Data extraction and integration from REST APIs
- Developing MySQL/NOSQL databases with PHP
- Using Tornado or LAMP applications
- Web based programming languages such as HTML5 / CSS / PHP/Javascript/Python
- Move fast without breaking things
- Candidates with courses in Web technologies and Information Integration with the Web will be considered strongly

Specific Skills:

- PHP frameworks such as Symfony, Laravel, CodeIgniter, Zend or Cake a PLUS
- Excellent analysis and problem solving skills
- Excellent written and verbal communication skills
- Interface UI/UX exposure a PLUS
- Python, WebSockets, Perl, Unix/Linux, Java J2EE and AngularJS is a PLUS

- Knowledge of Subversion or GIT a MUST

Interested candidates can contact: careers@fangram.com