Software Engineer, University Graduate, YouTube

YouTube
Software Engineering
San Bruno, CA, USA

Google's software engineers develop the next-generation technologies that change how billions of users connect, explore, and interact with information and one another. Our products need to handle information at massive scale, and extend well beyond web search. We're looking for engineers who bring fresh ideas from all areas, including information retrieval, distributed computing, large-scale system design, networking and data storage, security, artificial intelligence, natural language processing, UI design and mobile; the list goes on and is growing every day. As a software engineer, you will work on a specific project critical to Google's needs with opportunities to switch teams and projects as you and our fast-paced business grow and evolve. We need our engineers to be versatile, display leadership qualities and be enthusiastic to tackle new problems across the full-stack as we continue to push technology forward.

As a key member of a small and versatile team, you design, test, deploy and maintain software solutions.

In just eight years, YouTube has grown into a video community that 1 billion people across the globe use to access information, share video, and shape culture. The YouTube and Video team helps budding filmmakers and musicians build careers, creates products like YouTube Live and runs collaborative projects like Life in a Day and the YouTube Space Lab. We are changing how people entertain, inform, share and change the world, one video at a time.

Responsibilities

- Design, implement and launch highly-visible, user-facing features.
- Develop new ways for YouTube users to find interesting content.
- Design and develop large scale web applications.

Qualifications

Minimum qualifications:

- Bachelor's degree in Computer Science or a related technical field.
- Programming experience in one or more of the following languages: C, C++, Java and/or Python.

Preferred qualifications:

- Master's degree in Computer Science or other related technical field.

- 1 year relevant work experience, including experience with UNIX/Linux or Windows environments, distributed systems, machine learning, information retrieval and TCP/IP.
- Experience in network programming and/or developing or designing large software systems.