**WILDFIRE WIFI**

**Job Description**

| UX Developer | Current as at: 29/01/2015 |

**RESPONSIBLE TO:** Chef Technical Officer

**POSITION LEVEL:** Full or Part Time

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**Company Introduction:**

If you are looking to be part of a high energy, high growth start-up that is attracting an amazing team, you have come to the right place. Wildfire Wi-Fi is building to be Australia’s first Unicorn (a company valued at $1 billion or higher since the .COM bubble burst) and right now you have an opportunity to be part of this ground breaking tech start-up founded right here in Brisbane, Australia.

**Job Description**

We are looking for a talented UI Designer to create amazing user experiences. The ideal candidate should have an eye for clean and artful design, possess superior UI skills and be able to translate high-level requirements into interaction flows and artefacts, and transform them into beautiful, intuitive, and functional user interfaces.

You will also be required to coordinate with the rest of the team working on different layers of the infrastructure. Therefore, a commitment to collaborative problem solving, sophisticated design, and quality product is essential.

**Responsibilities**

- Execute all visual design stages from concept to final hand-off to engineering
- Conceptualize original ideas that bring simplicity and user friendliness to complex design roadblocks
- Create wireframes, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas
- Present and defend designs and key milestone deliverables to peers and executive level stakeholders
- Conduct user research and evaluate user feedback
- Establish and promote design guidelines, best practices and standards
- Ensure the best possible performance, quality, and responsiveness of applications
- Identify bottlenecks and bugs, and devise solutions to these problems

**Skills**

- Proven UI experience
- Demonstrable UI design skills with a strong portfolio
- Solid experience in creating wireframes, storyboards, user flows, process flows and site maps
- Proficiency in Photoshop, Illustrator, OmniGraffle, or other visual design and wire-framing tools
- Familiarity with continuous integration
- Proficiency in HTML, CSS, and JavaScript for rapid prototyping.
- Excellent visual design skills with sensitivity to user-system interaction
- Ability to present your designs and sell your solutions to various stakeholders.
- Ability to solve problems creatively and effectively
- Up-to-date with the latest UI trends, techniques, and technologies
- Experience working in an Agile/Scrum development process
- Experience with Visual Studio
## Job Description

### C# Developer

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### Job Description
We are looking for a C# developers responsible for building C# applications, including anything from back-end services to their client-end counterparts & hardware integration.

Your primary responsibilities will be to design and develop these applications, and to coordinate with the rest of the team working on different layers of the infrastructure. Therefore, a commitment to collaborative problem solving, sophisticated design, and quality product is essential.

### Responsibilities
- Work with the team to design application storyboards & use cases.
- Translate application storyboards and use cases into functional applications
- Design, build, and maintain efficient, reusable, and reliable C# code
- Ensure the best possible performance, quality, and responsiveness of applications
- Identify bottlenecks and bugs, and devise solutions to these problems
- Help maintain code quality, organization, and automatization

### Skills
- Proficient in C#, with a good knowledge of its ecosystems
- Familiarity with the .NET framework
- Strong understanding of object-oriented programming
- Skill for writing reusable C# libraries
- Familiar with various design and architectural patterns
- Knowledge of concurrency patterns in C#
- Familiarity with Microsoft SQL Server & Microsoft Azure platform
- Knack for writing clean, readable C# code
- Understanding fundamental design principles behind a scalable application
- Creating database schemas that represent and support business processes
- Basic understanding of Common Language Runtime (CLR), its limitations, weaknesses, and workarounds
- Implementing automated testing platforms and unit tests
- Familiarity with continuous integration
- Experience working in an Agile/Scrum development process
- Ability to solve problems creatively and effectively
- Experience with Visual Studio