

DO YOU HAVE WHAT IT TAKES TO BE A SOFTWARE ENGINEER?



THE SOFTWARE ENGINEER ANALYZES, PLANS, DEVELOPS AND TESTS SOLUTIONS USING TECHNOLOGY AND PROJECT MANAGEMENT PRACTICES.

MUST HAVE A MASTER DEGREE IN SCIENCE COMPUTING.



A PROBLEM SOLVER MINDSET

ORGANIZED

TEAM WORK



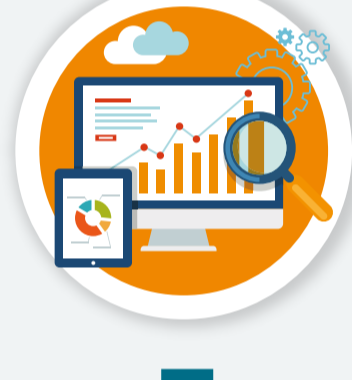
OPEN TO CHANGE AND INNOVATION

LOGICAL AND MATHEMATICAL THINKING

RELEVANT HARD SKILLS



FULL-STACK, WITH A PREFERENCE FOR FRONT-END OR BACK-END DEVELOPMENT



INTERESTED IN USABILITY



LIFELONG LEARNER AND SKILLS UPDATE MOTIVATION, DEVELOPMENT OF INDIVIDUAL PROJECTS IS APPRECIATED

TECNICAL KNOWLEDGE

FRONT-END TECHNOLOGIES



The extra factor: Angular.js, Node.js

BACK-END TECHNOLOGIES



The extra factor: Spring



WHAT MAKES THE DIFFERENCE

- USAGE OF SCIENTIFIC AND TECHNOLOGICAL KNOWLEDGE
- DETAIL-ORIENTED
- DISCIPLINE
- AUTONOMY
- COMMUNICATION SKILLS FOR: SHARING KNOWLEDGE, DOCUMENTING YOUR WORK AND DISCUSS IDEAS
- GOOD IN RISK AND EXPECTATIONS MANAGEMENT: MEASURING EFFORT AND REWARD IMBALANCE

BECOME A PART OF OUR TEAM

DO YOU WANT TO BE PART OF OUR SOFTWARE ENGINEERS TEAM AND WORK IN A CHALLENGING ENVIRONMENT? SEND YOUR APPLICATION TO:

recrutamento@opensoft.pt

More info: www.opensoft.pt/en/careers/

