

Position title:

Developer

Location: UK Head Office, London
Flexible working arrangements

Department: Development

Reports to: Mark Appleton

Direct reports: None

H.E.L Contact: Mark Appleton

Responsibilities of the role

Role Objectives

First and foremost, you will be our front-end specialist – our go to person for developing and improving the latest tools for our customers, and internal team. However, being in a small team, you will also be expected to work on our entire software offering. You will be developing real-time control systems in C#, upgrading, and improving the API's for hardware control, and may even be developing firmware for our hardware.

H.E.L has been working with an excellent external software agency who have kick started the digital transformation process. You will be working with the CTO of the external agency as we transition knowledge to inside the business.

We are in the process of defining our dev ops. processes, using the most current toolset, and you will be a key part in defining and improving this with us. You will be expected to produce high quality, well tested code, and to follow excellent coding practices. As well as keeping up to date with the latest technology developments and helping the company to stay ahead of the game.

Our tech. stack

- Electron / React JS (Typescript) desktop applications
- C# real-time control server with a GRPC API
- PostgreSQL database for data storage
- ReactiveX for asynchronous and concurrent event handling in front, and back-end
- Docker for labCONTROL CI pipeline
- Redux for managing shared state in labCONSOL
- Legacy hardware interfaces and configuration software written in Delphi

Key Responsibilities

- Our front-end specialist – developing and improving the latest tools for our customers, and internal team.
- Being an expert in the capabilities of the software H.E.L produce and providing guidance and design input on future capabilities and features.
- Producing high quality, well documented, and well tested code that is maintainable and that will have a long life-span.
- Following and championing excellent coding practices.
- Carrying out code reviews for other members of the team as part of the agile process
- Being prepared to mentor new developers coming into the team

- Be part of the process of defining our dev-ops processes, using the most current toolset, being a key player in defining and improving these processes.
- Ensure all relevant processes and procedures are followed throughout and documentation has been completed in line with our quality and continuous improvement system.
- Sharing knowledge with other members of the team.

Additional Responsibilities

- Producing code across our entire technology stack.
- Providing assistance in improving QA procedures.
- Support software in the hands of our customers – including site visits where necessary.
- Keep up to date with the latest technology developments and helping the company to stay ahead of the game.

Candidate requirements

Minimum Education and Experience

- A 1st class degree in Computational science, or a related field.
- At least two years of full-time experience developing application using React and Typescript.
- An expert programmer in at least one other general purpose coding language.
- A good working knowledge of functional programming in JS.
- Experience in creating robust and maintainable code, including creating and maintaining unit tests for front-end applications.
- Proficient in Git version control and CI/CD tools.
- A keen eye for detail in all aspects of your coding.
- A passion for all things coding and in creating high-quality products.
- High motivation to always be learning and developing new skills, and a proven track record in being able to adopt new skills quickly.

Preferable Skills and Attributes

- Ability to communicate with the team, stakeholders, and decision makers
- Ensuring that deadlines are met
- Excellent troubleshooting skills
- Ability to be flexible in work schedule and accommodate unexpected work changes.
- Ability to work effectively both interdepartmentally and internationally

Training provided

- Health & Safety Training, as required
- On the job training

Physical demands of the role

General Check all that apply

Criteria	Amount of Time			
	None	Under 1/3	1/3 - 2/3	Over 2/3
Stand			X	
Walk			X	
Sit			X	
Use hands to finger, handle or feel				X
Reach with hands and arms				X
Climb or balance	X			
Stoop, kneel, crouch or crawl	X			
Talk or hear			X	
Taste or smell	X			

Weight lifting or force exertion Check all that apply

Weight	Amount of Time			
	None	Under 1/3	1/3 - 2/3	Over 2/3
Up to 10 pounds (4.5 kg)		X		
Up to 25 pounds (11.5 kg)	X			
Up to 50 pounds (23 kg)	X			
Up to 100 pounds (45 kg)	X			
Over 100 pounds (45 kg)	X			

Specific Vision Requirements Check all that apply

Ability	Required?
Close vision (Clear vision at 20 inches/ 50 centimetres)	Y
Distance vision (Clear vision at 20 feet/ 6 metres or more)	
Colour vision (ability to identify and distinguish colours)	Y
Peripheral vision (observing an area above, below, left or right while eyes are fixed on a given point)	
Depth perception (three-dimensional vision, ability to judge distances and spatial relationships)	
Ability to focus (ability to adjust eyes to bring and object into sharp focus)	Y