

Junior Developer Job Description



About Gambit

Established in 2005, Gambit Research develops automated tools to facilitate high-speed trading on sports betting markets. On behalf of our clients, we devise and implement strategies to exploit market inefficiencies, then run them on our high-frequency execution platform. Our system is always trading, and we need to maintain a reliable, low latency service and adapt it to the evolving needs of the company and our clients.

When you join us, you'll find that we have a very flat hierarchy, and that we place an emphasis on employee freedom. You'll be encouraged to work on projects that you find interesting, as we believe people are happiest and most productive when they're intellectually stimulated. You don't need to be interested in sports betting.

You'll be encouraged to maintain a good work-life balance, and will benefit from flexible working hours, quarterly bonuses, private healthcare, private pension contributions, part-funded sabbaticals after five years of service, excellent holiday allowances, office chef multiple times per week serving healthy lunches, regular employee outings, opportunities to attend conferences in the UK and abroad, extensive and expanding technical library, height-adjustable desks, the ability to build your own PC, get a mechanical keyboard, and get up to 4 monitors.

We're very proud of the open, intelligent, and collaborative culture at Gambit, and are always looking to expanding our development team. You'll join our team of exceptional individuals, to pool your diverse experiences, enhance our existing systems, and build new products. So, if you have a deep understanding of computers, an interest in problem solving, want to join a company with a stimulating and development focussed culture, and have a proven ability to learn new skills, then we'd love to hear from you.

Purpose of the Role

As a Junior Gambit Developer, you'll be responsible for implementing new features for our system, diagnosing issues, and fixing bugs. We have a number of components that are mostly written in Erlang or Python, which interface with external APIs and websites, normalise offers from different sources, process large quantities of bet placements, and manage strategies. You'll have the chance to get up close and personal with these, enhancing your experience, whilst working on projects that have a real impact on the business.

Responsibilities and Duties

Your day-to-day duties will typically include:

- Designing and developing enhancements to projects, and integrating them in Python
- Using a range of both 1st and 3rd party libraries and technologies as appropriate for the task
- Working in a Linux environment
- Coordinating with team members on the development of large components
- Analysing sources such as log files, database tables, graphs, and code to diagnose problems, and subsequently fix them
- Researching and learning new skills and technologies as requirements evolve
- Giving input into the potential progression of the company and its systems
- Opportunities to learn about minimizing latency in Python and web technologies

Skills and Competencies

You'll have:

- Previous commercial experience of programming in an object-oriented, functional, or dynamic language, particularly Python
- Problem solving skills, and the tenacity to resolve technical problems that you might not have seen before
- An interest in new technologies, computer science, and/or mathematics
- A working knowledge of Linux / UNIX and/or SQL
- The ability to communicate well with others from a variety of backgrounds, and build strong, healthy, professional relationships
- Research and decision making skills, as you'll be need to decide where to focus your learning, and what to focus on
- The ability to work collaboratively and productively in a team, as well as on solo projects when needed
- Openness to hear the technical suggestions of others, and find constructive solutions when these disagree with your own ideas

Qualifications and Experience

You'll have the following:

- An excellent academic record, ideally a 2.1 (or higher) Bachelor's degree, in a relevant subject - or equivalent experience
- Previous experience of developing in a commercial or open source environment

- An example of programming something in python, either commercially or for fun
- Knowledge of Internet technologies and protocols
- Experience developing with Linux, including the use of shell utilities such as grep, sed, find
- If possible, include evidence of having used a technology for fun, or having self-taught yourself a technology
- Experience with a range of technologies and libraries
- A willingness to learn languages from different families, especially Javascript and Erlang