

Front-end/UX Developer

OpenMotics is looking for a front-end/UX developer

Who are we

The Ghent based OpenMotics has created the first feature-packed professional open source building automation platform including automation hardware, power measurement capabilities and a dynamic cloud management interface allowing the functionality to be extended by services by 3rd parties.

Skillset

- Master or Professional Bachelor in CS/IT/ICT or equivalent through experience
- At least one year of experience designing and building a front-end/UX (open-source contributions, private project, job experience)
- Hands-on experience with at least two front-end frameworks (Angular, Aurelia, Knockout, React, Vue, jQuery, ...)
- You have hands-on experience with a DVCS (GitHub, GitLab, BitBucket)

Skills that are nice to have

- Interest in embedded devices, firmware, hardware development, software development
- Hands-on experience in Python 2/3 and ESNext
- Experience with Zeplin, Sketch

Personality

- You enjoy working with other people and working as a team
- You're willing to step out of your comfort zone every now and then (to e.g. learn something new, or help out the team)
- You like to discuss technical challenges with the team, like to get constructive feedback, and like to give constructive feedback
- You like an environment where everything doesn't have to be serious all the time and you appreciate humor, fun and off-work activities.

Responsibilities

- You work in a small flat team where everybody is a peer
- You challenge your peers and think together with the team how we can grow and make better products

- You help developing a full stack software platform from direct serial communication with microcontrollers up to a scaling cloud platform with various web interfaces, APIs and market place
- You help building a product that is easy to use and to understand for end users, which might not be technical.
- You help thinking about end-to-end UX (e.g. the UX during hardware installation)
- You help answering support tickets every now and then to get to know the users.

What's in it for you

- Working at OpenMotics means you make your living writing open source software
- You work with interesting technologies: Python 2/3, aurelia (ESNext), django, docker, ...
- You use whatever OS or IDE you want, whatever makes you the most productive
- You work in an agile team, together with the founders of the company
- We offer you a lot of responsibilities, you will be part of the team, you will be part of decisions and the future of the company
- Competitive salary & benefits

Interested?

Let us know on jobs@openmotics.com