

BBC | Research & Development

Job Title: Research Technologist / Software Engineer

Grade: 7D (£29,235 - £46,251, see also <http://www.bbc.co.uk/careers/why-join-us/rewards-and-benefits>)

Contract: Permanent

Base: R&D North Lab, MediaCityUK, Salford

INTRODUCTION

We're looking for a talented software engineer to join the User Experience team within BBC Research & Development in Salford. You'll ideally have a degree in the field of computing, engineering or science, but we also welcome applications from talented software engineers with different backgrounds. You'll also be able to demonstrate experience in your engineering skills and technical knowledge from your previous projects, whether from industry, academia or open source.

BBC R&D looks 1 to 5 years ahead, and is highly respected for its work at the cutting edge of the media industry. The User Experience team focuses on the user experiences of media: developing and studying new content formats that audiences will enjoy, and new tools that will revolutionise media production.

Recent UX group projects include the "Cook-Along Kitchen Experience" a new type of interactive cooking show where you cook alongside and at the same pace as the TV chef; "Squeezebox", a production tool to automatically create different length versions of a piece of content; and "Primer", a new kind of video editing tool for live events that lets a single operator produce near-live coverage for remote audiences. You can read more at http://www.bbc.co.uk/rd/work_streams/ux.

JOB ROLE

In this role you will be working on some of the most visible components of BBC R&D's new broadcasting system, giving you a rare opportunity to help shape the future of broadcasting.

As a software engineer, you will be expected to work with senior engineers and team leads to help deliver components in projects as part of the UX workplan.

You will be responsible for designing and writing software modules supporting the development of innovative new tools and audience experiences, working with talented colleagues across various disciplines, including research science, design, and editorial.

You will have an appreciation of user-centric design, rapid prototyping, problem solving and user testing. You will deliver robustly engineered, reusable software components and documentation, and share your knowledge with colleagues elsewhere within the BBC and the wider industry, often including major international conferences.

Examples of projects you may be working on include our kit of production tools for a new IP-based broadcasting system, and EU-funded collaborative projects across the entire industry. These projects focus on the emerging capabilities of modern devices and technologies, and are often free from the constraints of legacy technologies.

User Experience team members work both autonomously and in small teams towards our project goals. You'll be encouraged to use your own judgement in picking the right solution for a problem, be responsible for your code, and ask difficult questions if necessary!

Although the focus of this role will be on using your software engineering skills to solve problems, a typical week in this role might also see you attending a technical design meeting with your colleagues on upcoming work, having morning standups, deploying code on a daily basis to our cloud-based infrastructure and preparing a demo of your most recent prototypes.

SKILLS, EXPERIENCE AND QUALIFICATIONS

ESSENTIALS

1. A track record in software development, gained through project work as part of relevant employment or open source experience.
2. Either a good degree in Computer Science or related field, or strong demonstrable equivalent knowledge and experience.
3. Experience working across an entire software system, including front end development skills and ReSTful API design.
4. Ability to rapidly acquire new technical skills and to work with emerging technologies which may not yet have widespread support or documentation.
5. An appreciation of disciplines such as user experience design, user testing and human computer interaction.

DESIRABLES

1. Uses analytical and investigative skills to produce original and creative work.
2. Experience delivering projects as part of a small agile team.
3. Experience with modern JavaScript development, including ES6, node.js and React.
4. Able to take a technical need or solution and explain it to a non-technical audience.
5. An understanding of the way media organisations produce content and the technologies that underpin it. This might include: radio, TV, games, on-line, mobile or interactive, including both production and delivery.

KEY RESPONSIBILITIES

1. Designing & building essential software components supporting the goals of BBC R&D's User Experience group.
2. Carrying out the work in accordance with project plans, monitoring and reporting as appropriate.
3. Supporting the transfer of project work through sustainable software development and knowledge transfer.
4. Supporting field trials and user studies of our new tools and prototypes.