

Software Development Environment Engineer - Web Development

Location: Wommelgem (Belgium)

OM Partners has a fast-growing software development team who maintains and extends code base of millions of lines of C++.

To ensure the delivery of the state-of-the-art software to our customers, we need to provide leading edge tools to our developers.

Our Software Development Environment Team is looking for a highly skilled professional with a **passion for making development teams more efficient and productive.**

Role and Responsibilities

As a Software Development Environment Engineer, you are passionate about the tools that support and boost the complete software development life cycle. This includes amongst others the build system, IDE, source control, bug tracking, test systems, scrum planning tool and other software utilities (both in-house and external), as well as the underlying hardware.

The Software Development Environment Team is responsible for development, maintenance and support, in close collaboration with our ICT team.

What is your role?

- You will develop and maintain our in-house build system (a scalable, distributed service);
- You will develop and maintain other in-house tools that boost our productivity and make developers happy;
- You will implement and deploy new external software utilities;
- You will support a high demanding and growing user base: our developers.

Profile

Need to have

- You have a bachelor or master degree in Information Technology, Computer Science or a related domain;
- You are a quality minded;
- You work independently and take initiative. You get things done and have a hands-on mentality;
- You have experience in project oriented environments, and thus respect scope, quality, timelines and budget;
- You have experience with source control systems (Subversion, Git,...);
- You have knowledge of C++ language;
- You already developed applications in a Windows environment;
- You have experience with scripting languages (preferably PowerShell);
- You worked with at least one of the following build systems: Gradle, Maven, MS Build, Make, Artifactory, ...

Nice to have

- You maintained 3rd party libraries (e. g. Boost libraries, Qt libraries,...);
- You have Sysadmin experience;
- You are willing to travel.