



TEST DEVELOPMENT ENGINEER

Want to be involved in the next huge user interactive experience? Want to create it? Join a new product team, part of the beamz Interactive group that's responsible for creating a completely new way for mainstream users to experience the joys of creating and playing music through a laser-based interface.

Our team is building the software, firmware and hardware support for all of this. We're a small, entrepreneurial team working together to get things done very quickly in an agile environment. If you want to work in a space where you'll get all the responsibility you can swallow, and run as fast as you can, this team is for you.

A test role on our team has a lot to offer. We equally value all our product development disciplines – dev, test, PM, and content production. We've got a lot of challenging problems to solve, and interesting software and hardware to test. You'll be developing test tools, test requirements and test suites for internal use, but which may also be distributed to customers/partners. Above all, we have a great working environment and a healthy respect for work/life balance.

We are looking for an energetic, experienced software development tester. Strong candidates will have knowledge of software design, while excellent candidates will have some software development skills including some advanced experience working with electronic music software -- both MIDI and audio as well.

A remedial understanding of DirectMusic (Producer) would be needed as well as the ability to write automation scripts.

As a game tester, you will own the end to end beamz test planning, implementation, and execution for one of our new products, and directly impact the quality, reliability, and fun of the products we ship. This includes participating in feature design, developing tests, executing tests, and investigating issues. In addition to all of this, you'll also need to be a great team player since you'll be working closely with development, program management, and content Production counterparts on a daily basis.

Candidates should have at least 2 years of development test experience, plus a track record of shipping quality software. A four year college degree and a firm understanding of testing methodologies are also required. Familiarity with C#, C++, and USB drivers and firmware is a plus.

Candidates should be able to demonstrate the ability to break down a large task into smaller manageable subsets. They should also be able to take on ambiguous problems, defining them clearly, develop a strategy to deal with the defined problem(s) and solve them. The candidate needs to be able to function in an independent manner and manage several deliverables at the same time. And of course, a passion for music is required.

Salary is commensurate with experience.

If this sounds like a perfect fit, please submit your resume to hr@thebeamz.com as a plain text, Word, or PDF attachment.

beamz Interactive is an equal opportunity employer.