

Software Engineer (Pre-Employment) Internship

JOIN US

Orange Logic is an international software company (France, US and United Kingdom). We develop a web application called Cortex that manages and licenses large-scale media libraries for multinational organizations across all industry sectors.

Cortex is one of the best DAM (Digital Asset Management) tools on the market today.

We are looking for people who can make a significant individual impact in a team that will challenge you every day, and on a company where you'll have the opportunity to grow professionally (jobs and internships).

JOB BRIEF

As part of a team of developers R&D, you develop our key product: Cortex and our proprietary framework (Matrix).

You take ownership of projects entirely. You will be in charge of your own modules: architecture and design, development and maintenance.

You assess the needs of our international customers.

You present ideas for methods and system improvements.

You participate in the ongoing optimization of our methodology, to ensure quick results and quality: you work with agile development and unit testing (eXtreme Programming, Test Driven Development).

There are many interesting projects, meaning no routine. Your projects are assigned according to your preferences and strengths.

REQUIREMENTS

You have a passion for new technologies and particularly object languages

Your programming skills are simply excellent (C #, Java and / or C ++)

You have good skills in database architecture (SQL Server)

You love complex algorithms (and simple solutions)

You're eager to learn, love intellectual challenges and implementation responsibilities

BENEFITS

“State-of-the-art” technologies (several 30 inches screens, ergonomic chair and powerful machines)

Work in a great office that is located in one of the most vibrant Mediterranean cities, a 20-minute drive from the sea, Montpellier has 300 days of sun /year

Fresh coffee and fresh fruit, lunch vouchers, regular company outings

Relocation package

Come and create with us!