Senior Software Engineer – Palo Alto

Challenges of this role

At Criteo we face some of the most challenging and interesting problems in the advertising software industry. We work at a scale of speed, performance and complexity that few others in the industry have. Our dataset is about 40 petabytes in Hadoop (more than 30 TB extra per day), as we take less than 10ms to responds to an ad request and we deliver billions of ads per day. To help us solve these challenges, Criteo is looking for the best of the best in terms of engineering talent within our cool and geeky environment!

More specifically:

- Write high quality, maintainable code as a leading member of the platform team
- Be a part of a team working on high volume, highly available systems, critical to the success of the business
- Participate in architecture discussions, influence the roadmap, and take ownership and responsibility over new projects
- Build scalable, available, low latency systems designed to serve for high traffic
- Build fault-tolerant distributed data processing systems from ground up

Strong candidates qualifications

- BS in Software Engineering or related field
- 4-6 years of programming experience in C#, Java, or C++

- You have a rock-solid foundation in Computer Science (data structures, algorithms, software design).
- You are experience with architecting, developing, and extending large and complex systems
- A passion for shipping quality high-performance code
- You are a problem solver, a fixer, and a creative technologist. We believe coding is talent and a passion, not just a skill
- You need to be a great team worker and a great communicator

Criteo R&D Culture

- **Empowerment** – We believe in hiring the best engineers in the industry and then letting them get on with what they do best – designing, coding and releasing state of the art software.
- **Mobility** – In our Voyager program our engineers get to pick which team they want to work on for 2-4 weeks, boosting collaboration, networking and maybe even leading to switching teams.
- **Agility** - We work in a fast pace environment where we build and release stuff frequently to deliver value soon and adapt to changes quickly.
- **Variety** – We have many ways to get your code to production including our Hackathon, 10% projects, Voyager and more.
- **Multicultural** – We have engineers from all over the world for you to interact and exchange ideas with.

Our culture keeps evolving, and you will be expected to contribute actively with new ideas to complement and enhance the existing programs that include frictionless internal mobility, 10% time, mentoring, technical talks, hackathons, conferences, etc.

Are you up to the challenge?