



SENIOR SOFTWARE ENGINEER

ANN ARBOR

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 respond 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:

- As a Client Engineering Software Engineer you will work directly with some of the largest and most powerful retail companies in the world:
- You will create and maintain highly fault tolerant client-and-server-side integrations that will be used by hundreds of millions of internet users around the world.
- Assess client business requirements against current technology capabilities. You will execute new proof-of-concept services to address client specific challenges.
- As a member of the only engineering team that works directly with clients and customers, you will be the face of Criteo Brand Solutions technology. You will have the opportunity to impress clients with your competence, knowledge and composure.
- Participate in a yearly global hackathon.

Strong candidates qualifications

- 5+ years of development experience
- Extensive Experience with OOP in C#, Java, or other language(s)
- Skilled with JavaScript, JQuery, and JSON/XML
- Requires little oversight beyond initial direction
- Excellent problem solving and debugging skills
- The ability to clearly express technical concept verbally and in writing
- The confidence and discretion to work directly with clients as required
- Self-motivator with strong with ethic and the ability to multitask

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? Check out our [R&D Recruitment process](#).



R&D Criteo @ US
R&D Criteo @ Europe



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