



SOFTWARE ENGINEER (Python)

Challenges of this role

Criteo is a major company in the online advertising industry. We serve about a million HTTP requests per second with a latency under 10ms. In over a decade, Criteo has setup 15 datacenters world-wide, hosting a total of 25k servers, including 2 Hadoop clusters of more than 1k nodes each.

In such a fast growing environment, the tools conventionally used by hosting and network engineers are no longer enough. Our team, Infratools, aims at inventing and building the next generation tools that will allow the 35+ infrastructure engineers at Criteo to scale up, open new datacenters and extend existing ones at an even greater pace.

Such an ambitious undertaking includes (not limited to):

- revisiting asset management
- assisting with datacenter design over constraints
- automating cabling specifications
- streamlining intervention process on hardware
- exploring custom hardware qualification
- as well as being creative with visualization

Strong candidates qualifications

We are looking for talented developers who:

- have at least 5 years of successful professional experience
- get things done and know what it means to put code into production
- are proficient with at least two languages of different paradigm
- feel responsible for the successes and failures of his/her whole team.

Bonus

It would be even greater if you already had:

- prior knowledge about datacenter design and operation
- expertise with either Python, Ruby or Javascript
- hand-on experience with automation tools like Chef or Ansible
- good intuition about UX-related matters.

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?

Do you want to know more about life in the R&D?

Youtube: [R&D Criteo @ Europe](#)

Our blog: <http://www.criteolabs.com>

Twitter: [@CriteoEng](#)