# SintecMedia

# Job Description: Automation Developer (Java)

Are you self-motivated, outgoing, and ready for an exciting career? Would you like the opportunity to work **for** one of the world's leading broadcast management system providers and **with** the world's leading television, radio, IPTV, and cinema companies?

## **JOB PURPOSE**

Automation Developers within SintecMedia are responsible for ensuring that our clients receive the best possible quality of software, by automating the functionality of a very complex system that is the OnAir broadcasting management software. This position may require visits to client sites.

## MAIN DUTIES AND RESPONSIBILITIES

- Implementing automation software to verify the quality of complex integrated systems
- Executing automation runs and analyzing automation reports
- Manual verification of execution errors
- Training on OnAir modules and other required areas
- Integration with Dev and Configuration Management tools

# **SKILLS AND EXPERIENCE**

#### **Required Skills**

- Good Java knowledge
- Good understanding of complex integrated systems
- Knowledge of the software development lifecycle
- Experience with the following technologies: XML, SQL, PL/SQL, XPATH
- Excellent written, interpersonal and verbal communication skills

#### Nice to Have

- High degree of computer literacy
- Proven experience developing complex automation and scripts using Java
- Hands-on experience running, deploying, and maintaining automated tests
- Experience with test automation using at least one from following tools: Selenium, SoapUI
- Experienced with SQL or PL/SQL
- Experience automating DevExpress controls

#### **Personal Attributes**

- Ability to work in challenging international, multinational teams and manage own time
- Self-motivated, with a high level of self-discipline
- Patience, flexibility and attention to detail
- Delivery focused, with a flexible approach to work and willingness to learn new systems and business lines
- A methodical approach to problem solving and troubleshooting