



Senior Platform Developer / Architect  
Mimosa Systems

Job Description: Serve as technical lead and hands-on developer responsible for the architecture, design and development of the NearPoint Platform and Middleware, including Orchestration and Call Home functionality.

Qualified candidates will have significant experience building distributed systems on Windows platforms, and hands-on experience with Windows Communication Foundation. Candidates must be proficient in writing sophisticated managed code in C#, network programming, and scalable database access.

Candidate must have more than 10+ years of deep experience with the Windows platform in areas including Windows Security, Memory Management, Crash Dump Analysis, Synchronization, Scheduling, Manageability - WMI, and VDS.  
Candidates optionally have hands-on experience with Windows Workflow Foundation.

Candidate must have deep experience with rapid software development processes, and experience working in distributed global teams using collaboration environments such as Visual Studio Team Service. Candidate must be a fluent English speaker who is able to communicate clearly and concisely in person and in writing. Candidate must be capable of working in a high-pressure start-up environment while contributing significantly to the quality of the environment through teamwork and mentoring.