

Principal Engineer - Back End Design (Location: Menlo Park, CA)

Twynco creates innovative mobile games that harness the full potential of today's smartphone and tablet hardware. Twynco, Inc. is looking for an exceptionally talented and experienced principal engineer with the drive to create pioneering games for the ever-expanding global mobile market.

Specifically, the Principal Engineer will be responsible for the technical design and implementation of the scalable middle and persistence layers for all of Twynco's mobile games and platform.

The candidate must have deep technical expertise in designing and building ***from the ground up*** a massively scalable server architecture that delivers end user performance within tight QoS bounds. Ideally the candidate should draw upon experience from implementation of large multiplayer game or social networking infrastructure.

Required Experience and Education

- Demonstrable experience in architecting and implementing complex middle-tier and back-end tier software systems that support end user performance within tight QoS parameters
- 7-10 years creating large scale, high performance and fault tolerant systems
- BS **or Higher** in computer science or related field from well established university.

Core Required Technical Skills

- SQL (e.g. MySQL or the equivalent) expertise
- NO SQL (e.g. MongoDB or the equivalent) expertise
- Cloud deployment expertise
- Java, Ruby on Rails, Scala or any equivalent mid-tier expertise
- Strong demonstrable software architecture expertise
- Strong demonstrable programming expertise

Ideal Additional Technical Skills

- Experience with location based services environments
- Experience dealing with large scale map data and map APIs
- Experience designing and implementing reliable system daemons
- Mobile device client-side programming expertise
- C++, Objective-C

Required Soft Skills

- Track record of working in environments with incompletely defined or evolving specifications
- Ability to contribute to creative direction of product which would involve iterating with game designers and product managers
- Must be able to create accurate work estimates and forecasts