



JOB DESCRIPTION

Role Title:	Software Developer
Department:	Operations – Customer Fulfilment Development
Line Manager:	Customer Fulfilment Engineering Manager
Employment:	Permanent, Full time (37.5 hours/week)
Location:	Remote (Home Based) Worker (with occasional travel to Head Office and/or other locations as required)

Pebble Beach Systems Limited, trading as Pebble, is a leading provider of software and solutions to broadcasters worldwide; we deliver the technology which controls the playout of nearly 2000 TV channels in more than 50 countries worldwide. We are an established, expanding global company with a head office based in Weybridge, Surrey, UK.

Since the company was founded in 2000, we have established a strong reputation for technical innovation and exceptional customer service in the mission-critical space of broadcast playout. Customers include CNBC Arabia, Globo Brazil, TV2 Denmark, Qatar TV, Asharq News, IMG Studios, Virgin Media Television, CJP Korea and Phoenix TV Hong Kong, as well as additional major broadcasters across Europe, the Middle East and APAC.

This is an exciting time for the Pebble business as we gear up to launch a number of new products and enhancements, expands into new markets, and enhance our digital and online presence and promotional activities.

The Role:

We are looking for a Software Developer to join our Customer Fulfilment (CF) Development team to primarily work on “Pebble Automation”. Pebble Automation is a real time broadcast automation software; it allows users to define, manage and broadcast playlists of media, with additional advanced capabilities for media selection, preparation, error handling and a number of other broadcast workflows and tasks. It is capable of controlling dozens of third-party devices (some examples include video playout servers, subtitle overlay devices and media routers) through communication protocols over both IP and serial, communicating with third-party hardware devices how they require; modern REST and SOAP protocols, third-party library interfaces, and custom protocol definitions.

It is written primarily in C++ (C++17, with the intent to move to C++20 in the next year) using the Qt framework (QT 5.15.10 LTS, seeking to move to QT6 LTS within a year) and several well-known additional supporting libraries including Boost and POCO.

Customers continue to use, for on-air broadcasting, older versions of the software that must be supported and maintained; the candidate must also expect to work on builds that support older versions of Qt and older versions of C++ (both C++11 and C++03).

The role is 100% remote, with expected annual attendance at an all-company meeting and the opportunity of occasional customer site visits and team physical meetings.

Responsibilities:

The role holder will:

- Investigate, design and implement both new features and improvements to existing software.
- Analyse bug reports, working with the reporters to identify causes and develop testable solutions and fixes.
- Pro-actively commit to quality, including the development of unit tests and other tests as appropriate.
- Pro-actively preparing and configuring test and build environments for use whilst developing, testing and internally demonstrating the software.
- Contribute to the continuous improvement of the software practices within the business.

Experience and Qualifications:

The ideal candidate will have:

- An understanding of modern C++; at least C++11 and later and ideally familiarity with C++17 and later. Knowledge of Qt would be an advantage.
- Experience in developing software products using the complete software development life-cycle from requirements analysis through to delivery of working, tested software to the customer.
- Proven ability to investigate, analyse and exercise existing code alongside the creation of effective and efficient solutions to new requirements.
- Strong analytical and problem solving skills.
- Communication and self-management skills to deliver competing priorities on time. The role is remote and a successful candidate must be able to self-manage, pro-actively seek assistance as needed, and communicate effectively.
- Teamwork ability; must effectively work with others remotely, including daily partnering with representatives from support, project delivery, and other departments to deliver high-quality to the customer.
- A degree, or equivalent, in the field of science, engineering or computing; a non-degree formal education or apprenticeship can also qualify. Alternatively, strong relevant experience in industry.
- A provable track history of continuous learning and education in relevant topics.

Ideally, the role holder will also have Experience/Knowledge of:

- Debugging and fault-finding, using crash dumps and logs, and working with other stakeholders to investigate.
- Experience working with SQL, XML, client/server communication and synchronisation across standard networks.
- Understanding of C++ build processes and tools.
- Experience within the Broadcast industry.

What we can offer you:

Regular objectives reviews, with the aim of developing the individual and their career path.

Pebble offers a range of great benefits including a pension scheme, life assurance, Income Protection Insurance and a share incentive plan scheme.

A friendly and supportive working environment with real opportunities to excel and make a difference.

If this sounds like an opportunity you would like to explore further, please apply now by sending your up-to-date CV and a covering letter (which highlights how your skills and experience match the requirements of the role) to Human Resource at HR@pebble.tv

Pebble adopts a formal equal opportunities policy. We aim to ensure no job applicant, employee or worker is discriminated against either directly or indirectly on the grounds of age, disability, gender reassignment, marriage and civil partnership, pregnancy or maternity, race, religion or belief, sex or sexual orientation.