



Software Engineer (channel applications)

Interamerican owns 7 web touchpoints in Greece and Cyprus. We are focused on developing web & lately conversational user interfaces on these touchpoints. We are seeking for individuals who are eager to learn, to be trained and to be evolved as professionals. Quality is an important pillar for us on software development. Working and succeeding as a team is another. We offer onboard training for s/w engineering practices/principles, testing and technologies like the Wicket web framework.

Must Have:

- Java / OOP, solid knowledge (e.g. inheritance, encapsulation etc.)
- Javascript, basic knowledge
- HTML5 / CSS3, basic knowledge
- Unit/integration testing, basic knowledge -no preference on tools-
- Coding principles/good practices, basic knowledge (SOLID, KISS)
- Agile way-of-working/Scrum, basic knowledge
- Teamwork, solid experience