At eSpark

At eSpark, we are building the next generation of tools to help students succeed in school and in life. Using data and teacher insight, we curate the best learning resources to create a personalized experience for each student using an iPad. The results speak for themselves: students using eSpark double their rate of expected learning growth within a school year.

As a Software Engineer

As part of a small, growing engineering team, you will help shape our culture. As a team:

• We prefer to move fast, and let measurable outcomes drive our product iterations

• We wear many hats. Every engineer has broad competencies and the capacity to work along the full stack

• We are collaborative. We pool together our expertise to help everyone grow

• We are lifelong learners. We were transformed by what
we've learned, and we in turn, want to transform how our students learn

• Build deeply personalized curriculum. You'll build an engine that discovers and matches the right apps and videos to each student's unique academic needs and personalities, and then uses the results data to learn and improve over time.

You will work on ground-breaking technologies solving the fascinating problem of personalized education for students. Here are a few of the types of problems you may work on:

• Build compelling and intuitive products that work in schools. Our product is used by students, teachers, administrators, and parents, each of whom has their own unique needs. You'll build experiences that delight our users and help them achieve fantastic learning gains.

• Deliver the right apps to the right students. You'll figure out how to scale a highly personalized, custom set of apps to many thousands of devices, all while tracking available inventory and automating processes.

• Scale everything. We are growing exponentially, and need strong systems that are robust, redundant, and can grow quickly without disrupting students' learning experience.

To tackle these questions, you will be working on a rare mixed team of experienced teachers, engineers, designers, and data scientists to architect solutions that will have far-reaching implications for what content we should bring to students and how we go about bringing it.
Our technology stack

Our primary web application runs on Rails, backed by SQL and NoSQL data stores. Our iOS app is powered by Objective-C, Swift and a lot of JavaScript. We are not wedded to any particular technology or stack, but seek to use the right tool for the job.

Qualifications

We don't have strict requirements on what languages you should know coming in; however, you should have the ability to learn new technologies quickly. You should also have demonstrable experience building and shipping consumer-facing software that makes a measurable impact. Bonus points if we can try it out.

You will most likely succeed if you can bring

• Motivation for something bigger than yourself. You are deeply driven to transform education.

• The desire to become an advocate for our students, and to measure the success of your work based on student impact and satisfaction.

• An unrelenting demand for quality. You want to build well-tested, scalable software that solves the intended problem.

• A high degree of input into all aspects of the product. You'll be actively collaborating across teams to shape the direction of the product.

• Resourcefulness, adaptiveness and persistence in the face of new and challenging problems.
• A propensity to ask questions and explore solutions critically. You don't shy away from answers that can fundamentally change how we do things.

• A willingness to teach and mentor others. Each new person brings a unique perspective that can improve the skills of the team.

• A desire to create features that are judged not by lines of code but by user impact and customer satisfaction.