



*G-cluster (www.gcluster.com) provides a gaming-on-demand system for TV set-top boxes, PCs and 3G mobile phones. We have offices in Tokyo, Philadelphia, Los Angeles and Espoo. The Espoo office is responsible for core platform development.*

*The G-cluster system allows for Windows based games to be run remotely and be delivered in real time over the network to the end user's device. The product is built using a wide range of technologies, including video streaming using MPEG-2 and MPEG-4, C++, PHP, Microsoft Windows, Windows CE and Linux.*

*We develop software using short release cycles and continuous testing.*

**We currently have the following openings at our Espoo office:**

#### **System Engineer**

Your work will include developing new tools and processes to automatically install the operating system as well as application software on server farms that run the G-cluster system. Your work will also include setting up and maintaining G-cluster server farms.

Qualifications:

- Experience in Linux installation and shell script programming
- Experience in mass-installing Windows from disk images using sysprep or other similar tools
- Experience in setting up and managing server hardware.

#### **Test Engineers**

You will be an integral part of our platform team and help us to deliver quality software. Your daily work will include developing our Python based framework for platform testing and writing test code that exercises the platform. Automated testing is important for us but we will trust you to find bugs in areas not covered by our automated test suites. Your responsibilities will also include maintaining our build scripts and continuous integration server as well as our test hardware. Part of the fun of being a Test Engineer at G-cluster is that you will be testing the latest games to be released on the system.

Qualifications:

- Experience writing test code and using unit testing frameworks
- Experience setting up and maintaining continuous integration servers
- Previous professional software testing experience
- Solid programming skills, especially Python
- Video games enthusiasm

#### **Senior Software Engineer**

Your work will include implementing the G-cluster streaming client on new terminal devices. This involves programming on embedded systems such as Digital TV Set-Top Boxes, including network oriented programming and developing code that is closely coupled with the target hardware. You will also spend some of your time developing the G-cluster system software itself.

Qualifications:

- Experience in Linux programming
- Experience in real-time systems programming
- Several years experience in C++

#### **Software Engineer**

You will work in our platform development team planning, developing and testing new server farm management, video compression and streaming or user interface features. You will develop mostly on Microsoft Windows. Your responsibilities and experience will grow when working on different aspects of our system.

Qualifications:

- Several years experience in C++
- Windows programming experience

#### **The following qualities are considered a plus for any of the open positions:**

- Professional programming experience, including experience in Windows, Linux, System and network programming
- Polytechnic or university degree
- Ability to independently design, develop and test software
- Experience with Internet Protocols and video encoding algorithms (MPEG)
- Familiarity with the computer games industry
- Good communication skills
- Good language skills (Finnish and English)

Your responsibilities will grow as your knowledge of our software increases. It will take some time to master our core system, so we aim to motivate you to develop your career with us over the longer term.

Please send your application and CV to [jobs@g-cluster.com](mailto:jobs@g-cluster.com). Include the position you want to apply for in the subject line of the email. For further information on the software and system engineering positions, please contact [erik.piehl@g-cluster.com](mailto:erik.piehl@g-cluster.com) or [sami.sallinen@g-cluster.com](mailto:sami.sallinen@g-cluster.com), and for testing positions contact [seppo.sahi@g-cluster.com](mailto:seppo.sahi@g-cluster.com).



**Game System for Broadband Networks**